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for The Witcher TRPG by Talsorian Games

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Disclaimer

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Preamble

This has become quite a long document. It collects most of the various tweaks and houserules that our group has accrued over the years we’ve played, as well as some systems and changes I made along the way as thought exercises, but that we don’t use ourselves. Thus, be warned that not all of this is playtested.

Please note that the rules in this document are written to be as clear as possible to gamers who value precise rulings in their games. That doesn’t mean that they are only meant for a mechanics-heavy style of play. I personally use these rules loosely and mostly as an inspiration for possibilities when I GM, because both my players and I enjoy flexibility and prioritizing roleplay over mechanics. If the level of detail is too high, you are explicitly encouraged to throw away the details, step back and see whether the concept appeals. If so, use it as you see fit; if not, don’t! The details are there for tables that care about balance and value consistency in arbitration of actions highly.

The rationale sections are there for readers to get some idea of what ‘feel’ will be affected by the rules changes and to give some idea of how different changes may interact if implemented together.

Fumbles

If a 1 is rolled on the first rolled of a check, roll again straight away. The second roll may explode upwards on a 10 as usual. The final value of the second roll is the fumble value. Subtract the skill rank you have in the skill you were rolling on from the fumble value and apply any situational modifier that would have applied to the check (e.g., weather, penalty for strong strike or aiming at a body part, defence modifiers for multiple opponents). If the final

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fumble value is 0 or less, the roll simply counts as a 1. If the final fumble value is greater than 0, the roll counts as a 1 and as a fumble. A fumble may have one of two consequences:

- The final fumble value is subtracted from your check result (base +1), after which situational modifiers are applied as normal.
- Your check result is base +1. Situational modifiers apply as normal. An unpleasant side effect occurs depending on the size of the fumble value (e.g., the tables in the core book for fumbles in combat or when casting spells; skills like Cover Identity backfiring to a certain degree). The side effect may include an automatic failure of the check, but doesn't have to.

Note that this means that the situational modifier is generally applied twice, once to the check itself and once to the fumble value.

Example of the first option: *Caedan rolls a 1 on Awareness, followed by an 8. He subtracts his 6 skill ranks in Awareness from 8, resulting in a fumble value of 2. The GM had applied a penalty of -3 due to heavy rain, resulting in a (final) fumble value of 5. Caedan's base Awareness is 15. He has rolled a 1, subtracts 5 for the fumble and -3 (again) for the situational modifier, ending at 8. This is not enough to notice the hidden Nekkers (DC 13), but would be enough to notice the distracted bear before it notices him (DC 7). Without the situational penalty, Caedan would have ended up at 14 even after this comparatively bad fumble roll, which would have noticed the Nekkers at least.*

Examples for the second option: *Roderick rolls a 1 followed by a 10 and a 5 when treating a simple critical wound. He subtracts his skill rank of 6 in Healing Hands from the fumble value, ending at a final fumble value of 9. The GM decides that the treatment causes side effects. Roderick's check result on Healing Hands is equal to his skill base + 1 (17), which would normally be enough to treat the wound (DC 12). Due to the high fumble value, the GM decides the check fails. In addition, the patient takes damage equal to the fumble value (9 HP) and the critical wound worsens by a category. If the fumble had not been so severe, the GM might have allowed the treatment to succeed as normal with Roderick's result of 17, but still added extra HP damage as a side effect.*

Draig fumbles a Dodge check with a final value of 7. The rulebook's defence fumble table states that he slips and is now Prone. Because there is a side effect, the actual result of the check ends up at his base value + 1 + situational modifiers. In the vanilla rules, his Dodge check would have caused the side effect and been a very low result, which probably would have meant he would have eaten a severe critical wound on top of the side effect – effectively punishing him twice for the fumble.

Thus, you are punished for a fumble *either* with a particularly low result on the check *or* with a bad side effect, not with both.

Preventing fumbles

Fumbles can be prevented in two ways:

- Spending Luck points before the roll – this causes the initially rolled number to count as though it were as many points higher as the Luck spent (max. 10). Thus, spending any amount of Luck prevents a fumble, as you can't roll a 1 anymore. Upward dice explosions also become more likely.

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- Preparing the action for a longer period (at least about five times the normal time spent at the GM's discretion) – if sufficient time is spent in preparation, a rolled 1 simply counts as a 1 and does not cause a fumble roll. The GM is advised to disallow this rule for checks made under particularly bad circumstances or for certain types of checks (e.g., magical healing of critical wounds, in order to prevent the Doctor from becoming obsolete). This should be communicated to the player before they declare preparation.

Example: In Ban Ard, spells are learned under circumstances that are as safe as possible, which leads to a low number of accidents. Casting a spell generally takes 15-20 seconds, even if 3 would be enough in a pinch. The spells may not always work, but at least novices don't literally explode every ten seconds (RAW, the chance of a fumble with an explosive effect is 1%, so presumably mages would explode multiple times during their training on average). Casting fast or under stress is much more dangerous and is practiced less often and with more (medical) precautions. Thus, most mages have some memories of hurting themselves with a fumble in their school days, but not of being one of the few remaining survivors after six weeks of fire magic classes.

The group prepares an ambush and takes a few minutes to select good hiding spots. Hendrik rolls a 1, but this does not cause a fumble. It would have been different if the group had only just heard the enemies approaching in time and scrambled to set up an ambush – the 1 might be more dangerous then.

When ambushing, the first strike you line up against an unwitting opponent is not going to end up stabbing yourself or smashing your weapon to bits. During an active combat, though, something like this is far more likely to happen, especially to a novice compared to an experienced weapons master.

Effects of and rationale for this change

Fumbles in general are a lot rarer, especially so for individuals with training. This favours the players on average. Planning in general provides more security and a carefully-laid plan is less likely to be shattered by a bad roll. An unlucky defence roll will not inevitably doom PCs within ten combats with moderately threatening enemies.

The danger of combat and spell casting in particular is reduced, but opponents getting the drop on PCs are still very dangerous due to the large flat modifiers involved. The hope is that the danger of the game comes more from bad planning (or cunning opponents) rather than swingy rolls.

Situational penalties (including from armour!) are more dangerous because they can make fumbles worse, especially when casting spells (where fumbles can be particularly dangerous). Skill ranks in general are more valuable because they reduce fumble values, as are skills like Witcher Training or Immutability, which may eliminate situational penalties.

Aimed strikes at body parts and strong strikes are slightly riskier than before, as penalties worsen fumbles. This is so that even very skilled fighters (rank 7+) occasionally have to deal with noticeable fumbles if they are attempting riskier manoeuvres like targeting the head, for example.

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As extra actions are always performed at -3, they also risk worse fumbles. This may be more realistic and also provides at least some disincentive to take them every turn (which is otherwise likely for many non-caster characters unless the encounter is designed to be a long slog, as STA is seldom a problem otherwise).

Spellcasting

Spells may be cast without using any gestures at -5 and without any words at -5, regardless of the skill rank in Spell Casting. Casting a spell without moving or saying anything has a total modifier of -10. Any situational penalties that come from curtailed movement (e.g., being grappled, armour encumbrance) are doubled with regard to casting spells, up to a maximum of -5. The GM should also consider applying speech-based penalties up to a maximum of -5 if a caster is suffocating or similar.

Spells cast against characters which don't normally allow a defence roll are instead rolled against a DC equal to the base Resist Magic score of the target, minimum DC 10. As the average NPC has Resist Magic below 10 and the average spellcaster has a base Spell Casting of 10 or more, this means that the caster will often automatically succeed if fumbles are eliminated (e.g., by spending sufficient extra casting time). This saves time in play when targeting less significant NPCs. However, a caster operating under sufficient situational penalties (e.g., casting without gestures or words) may still fail such a check, allowing for bad circumstances to make even simple spellcasting tense when appropriate.

The GM may also allow NPCs to roll a defence check (generally Resist Magic) against such spells if it is appropriate to the scene, for example for actively resisting or wary NPCs, but they should be careful to be consistent so that caster PCs don't get the feeling that their spells are sometimes arbitrarily less likely to work.

Spells that have no DC and do not target other characters are cast against DC 10 (as above, generally an automatic success without fumbling, but not necessarily if situational penalties apply).

The GM is reminded that they may determine that hazardous situations prevent the elimination of fumbles by slow casting.

If the caster fails an attempt to cast a spell against another character's Resist Magic DC, a new attempt may be possible in the same scene at the GM's discretion, but generally at a penalty – after sufficient attempts, the DC becomes essentially impossible and the GM should disallow further tries. If the GM is inclined to allow infinite retries without penalties beyond the (presumably low) chance of a fumble and STA cost, it may be better to simply let the spell succeed without a roll.

Dimeritium charms or similar provide a bonus of +6 to the DC for this purpose. A caster will often be able to defeat such a protection on a weak-willed peasant (base DC $10 + 6 = 16$), but it may prove insurmountable for a stronger-willed target. Multiple dimeritium charms should grant increased bonuses, but with diminishing returns (e.g., two charms +9, three charms +10).

See also my tweaks for spells and rituals [here](#).

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Effects of and rationale for this change

The new rules for fumbles generally reduce the risk of casting spells outside of combat because it is almost always possible to take time to prevent a fumble. Some spells are balanced primarily by the risk of a fumble (e.g., Telepathy). Requiring a DC means that these spells may fail sometimes even without fumbles, although likely only when situational penalties apply or against particularly strong-willed individuals. This seems to fit the setting better, as casters may sometimes fail at simple spells under bad circumstances without necessarily potentially exploding or hurting themselves.

Learning new skills from teachers

Defining skills

Defining skills and skill trees of other classes may be learned at the GM's discretion if the following conditions are met:

- The character has a teacher who is willing and able to teach the ability
- The character spends sufficient time learning the ability (this should be a lot longer than normal skills take)

Defining skills and skill trees of other classes cost four times the normal price to improve with IP. Reaching rank 5 in another classes' skill does not automatically unlock the next skill tree abilities at zero. The character must learn these in the same way as the Defining skill and may only use them when they have reached at least rank 1.

Defining skills and skills from the skill trees in general comprise quite a lot of knowledge. Some may be used in place of other skills (e.g., Busking instead of Performance, Healing Hands instead of First Aid) and generally achieve more than the non-class skills can (e.g., Busking can also tell you a crowd's mood, Performance is only about the technical side of performing; First Aid can stabilize, but not treat critical wounds, unlike Healing Hands). If a class skill seems fully applicable to a situation, a successful use should almost always give a better result than using a non-class skill.

Effects of and rationale for this change

At our table, several characters started organically learning the basics of others' professions. After our Bard had assisted our Doctor with a lengthy and complex operation, it seemed appropriate to allow them to maybe start working on developing Healing Hands. It's prohibitively expensive to learn much from another class, but flavourful combinations such as an experienced Mage getting the Criminal's Weak Spot skill or a Bonhart-style Man-at-Arms learning Superior Parry after a lot of work make thematic sense without breaking the game too hard.

The Teaching skill

If a character wants to teach another character a skill, they must roll Teaching. A teacher may only teach students whose current rank in the target skill is less than twice the teacher's own rank. Each check takes one week of concentrated work. Part-time Teaching may be possible over a longer period and with penalties at the GM's discretion.

The DC is 5 + students' current rank in the skill x3 (e.g., 8 at skill rank 1; 20 at skill rank 5). The skill roll takes a penalty equal to (10 - teacher's current rank in target skill). On a success, the student gains 1 IP for the skill + 1 per 5 points by which the DC was beaten. A

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fumble removes IP on the skill equal to the fumble value. If the student would lose more IP than they have from a fumble, they take a penalty of 1 per point they would otherwise lose on skill rolls with that skill for a week. A teacher may teach multiple students at once at the GM's discretion (possibly with penalties), but they must all be at the same skill rank to benefit from the lessons.

Effects of and rationale for this change

Teaching, RAW, works extremely fast (if compared to training times) and without any checks. This is good if teaching is meant to be basically a reward activity for downtime, but actually spending time and rolling checks is more likely to facilitate roleplay between teacher and student (e.g., after a particularly good or bad teaching session) if that is desired.

Personally, a character learning a skill up to 2-3 points within a few days (using the training rules) always sat badly with me, so I set up a longer-term system. I also like the idea of a good teacher not needing to be able to do something themselves in order to teach it; a great coach doesn't need the same level of skill as their student to be useful. That said, this is probably less appropriate for INT-based skills, so you might want to force teachers to have higher ranks than their students there.

As a rough idea of the effects, a teacher of moderate competence in a skill and low competence in teaching (e.g., a retired soldier raising a militia) should be able to get students up to rank 3 in about 4-6 weeks. A good teacher of moderate competence in a skill (e.g., an experienced drill sergeant) should be able to get students up to rank 5 in a few months, or rank 3 in a few weeks. A superb teacher with mastery of their skill can get a novice to rank 3 in a week, but still takes years to teach a near-master complete mastery.

Burning permanent Luck points against deadly critical wounds and death

If a character would receive a deadly critical wound or fail a death save, the player may choose to burn a permanent point of Luck to prevent this specific effect: a deadly critical wound is reduced to a difficult critical wound targeted at the same body part, while a failed death save counts as a success. Burned Luck points may be bought back with IP as normal at the GM's discretion.

Effects of and rationale for this change

Note that implementing this rule along with the new fumble rules above means that PCs will very seldom die. This may not be right for your table, so consider carefully whether you want to implement both rules together. The feeling at our table is that the vanilla rules provide lots of tools to make unique and interesting characters, yet have an extremely high likelihood of killing these characters before they can be developed in play. This is why we prefer a less lethal game.

Repositioning tweak

When a player takes the Reposition defence, they *must* move at least 1m. If there is no free space to move this distance, the action is disallowed. In addition, a character may not move more than half their SPD in one round from repositioning in total. Thus, a character with SPD 6 may reposition up to 3 times in a round, moving 1m each time, or they may reposition once, moving 3m in a go, as they choose.

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Effects of and rationale for this change

Reposition is an extremely strong defence due to its potential to prevent follow-up strikes and improvement to manoeuvrability, being mainly balanced for melee characters due to its reliance on DEX instead of REF. However, a character specializing in Reposition can make some fairly stupid things happen (for example, take a high Athletics character, allow them to take a full defence action in front of a line of hostile soldiers, and watch them fly across the entire line within a single round; alternatively, imagine a character being fired upon by three archers leaping and bounding forward *as they sprint*). Reposition can also completely replace Dodge in every circumstance except grappling and some specialized spells, which seems a little too bad for Dodge.

New special perks for specific Witcher schools

The different Witcher schools offer different perks. Unfortunately, some (Bear, Wolf, Griffin, Manticore) are clearly better than others (Cat, Snake). The design seems to be aimed at giving the different schools a different feel in play: Wolf school Witchers should be able to do a lot of offensive damage, Griffin school should have expanded magic options, Bear school should have a great defence. These goals are largely achieved by the special abilities for these schools, although Bear school Witchers generally have no advantage early in their careers when they can't afford good armour. However, the Cat school is supposed to be agile and precise, while the Viper school should be quick and painful on the offensive. Therefore, they are replaced as follows:

Cat school: When a Cat school Witcher defends using the Reposition action, they may move up to their entire SPD within one round instead of only half their SPD.

Viper school: When a Viper school Witcher uses a Fast attack to strike with two different weapons or a Joint strike, they may treat both weapons as though they had Improved Armor Piercing.

Effects of and rationale for this change

The reasoning behind these changes was simple: the Cat and Viper school perks were useless. What exactly constitutes a "charm attempt" for Cat school Witchers isn't made clear. If it applied to magic attempts at charming the Witcher, that would be a rare usage, but at least one where you'd be damn glad to have it. But the Sage's Answers (#17) actually explicitly say that it applies only to non-magical charm attempts. So what are we looking at here? Immunity to the Seduction skill? Poor Cats can't even have any fun... The new rules give them a lot of flexibility in not getting surrounded by hordes and potentially preventing a lot of attacks from a group of slower-moving opponents.

As for the Vipers, dual-wielding is generally useless RAW except against the specific case of an enemy with a single weapon who has weak Dodge *and* Athletics. In the main book, there's a grand total of about five enemies (not counting animals) who might have to use a defensive skill they're one or two points weaker at against *one* of your Viper's attacks. Most of these are monsters, too, so you'll need an extra silver weapon to really take advantage. The journal does introduce several more monsters that would also be affected, but all in all, compared to something like being able to concentrate your attack damage to penetrate armour at no penalty or being able to wear 30 points of armour on most of your body with 16 on your legs at *no penalty*, it's ridiculous. The new rules give the Viper something roughly on par with the

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Wolf (essentially damage concentration against heavy armour, a little better perhaps), but balanced by needing two attack rolls (meaning Reposition ruins both at once) and two weapons (so you aren't always striking with your optimal weapon).

Defence bonus for shields and some weapons

- Shields and some weapons give a defensive bonus (DB) that is added on attempts to block or parry with this shield/weapon.
- Most shields have reduced Reliability and heavier shields have an encumbrance value.
- Shields do not lose Reliability from arrows/bolts or other small ranged weapons (but do from throwing axes, javelins, or similar).
- Shields are about twice as expensive as before (and their diagrams should increase in material requirements).

These changes should allow an inferior fighter equipped with a shield to survive for longer in a duel, but still likely lose (because their low offensive bonus will likely be unable to defeat a superior opponent's defence). In a duel between equals, a shield grants a significant defensive advantage, but the user must either settle for a weaker one-handed weapon, pay around twice as much as a two-handed fighter for their armament, or must invest in a better weapon class than Melee along with Melee to use the shield effectively. Shields are also vulnerable to being disarmed or broken, which would put a fighter focusing on shield defence at a significant disadvantage.

Shields also reduce the likelihood of defensive fumbles, as the DB is a positive situational modifier. This is particularly noticeable in combat against groups, where the defensive ganging up penalties will worsen fumbles quite significantly for a fighter without a shield. In general, a shield user will last longer and is a more reliable bulwark, but only as long as the shield remains usable.

Finally, some otherwise less attractive weapon options might become more interesting by giving them a DB, especially for more specialized use (e.g. Witchers who invest in Superior Parry, holding actions, bodyguards). Using successful parries to weaken an opponent's defence (-2 from Staggered) and then going for critical hits also becomes more viable.

Shields that have slots for enhancements may take either armour enhancements (only the SP bonus, which becomes extra Reliability, and any skill bonuses such as +1 Stealth for an elven enhancement count), glyphs, or weapon runes.

Changes to items:

Gleddyf: +2 DB

Vicovarian Blade: +2 DB, price 1050 crowns

Spear: +1 DB

Iron Staff: +1 DB

Leather Shield: +2 DB, 4 Reliability, price 150 crowns

Steel Buckler: +2 DB, 6 Reliability, price 300 crowns

Temerian Shield: counts as medium shield, +4 DB, 6 Reliability, price 400 crowns

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Skellige Raider Shield: counts as medium shield, +4 DB, 8 Reliability, price 600 crowns

Kaedweni Shield: counts as heavy shield, +6 DB, 8 Reliability, EV 1, price 750 crowns

Steel Kite Shield: counts as heavy shield, +6 DB, 10 Reliability, EV 1, price 900 crowns

Pavise: 0 DB, 20 SP, EV 2

Nilfgaardian Pavise: 0 DB, 25 SP, EV 2

Elven Messer: +2 DB, price 700 crowns

Tir Torchair Blade: +2 DB

Halfling Rondel: +2 DB

Gnomish Staff: +1 DB

Elven Walking Staff: +1 DB

Gnomish Buckler: +3 DB, 8 Reliability, price 550 crowns

Elven Shield: +5 DB, 10 Reliability, price 950 crowns

Mahakaman Pavise: 0 DB, 35 SP, EV 2

Manticore's Shield: +2 DB, 10 Reliability, price 1800 crowns

Effects of and rationale for this change

The reasoning behind this is a little more involved. RAW, Dodge and Reposition are heavily overvalued in combat. Either of these two defences may be used against almost any attacks (except for a very few special abilities that require a shield to block) and they are difficult to counter (Reposition may be stopped by preventing movement, but also has the great advantage of foiling multiple attacks by getting out of range, as well as getting closer to a ranged attacker during their turn). Blocking and parrying, on the other hand, are underutilized: you might be using the same skill you use to attack, but blocking damages your weapon and parrying incurs a noticeable penalty. The main disadvantage of Dodge and Reposition is that they require extra IP next to one's primary weapon skill, but this is hardly an issue for most combat focused characters, who, aside from Witchers, generally do not need to spread their IP. Instead, it affects skill monkey types – they have to choose between offence and defence. This only gets worse as equipment gets better and Weapon Accuracy enters play, which modifies offence, but not defence.

The changes allow characters to focus on the Melee skill to a lesser degree, but still have a chance of defending successfully in combat – often exactly what a support character wants. The Melee skill doesn't offer such great one-handed weapons (apart from the excellent – and expensive – Dwarven Axe) and is mostly outperformed by swords in the one-handed category. Two-handed weapons offer somewhat better damage and better critical effects (Bleed, Stunning). Thus, a shield user is likely to be less dangerous offensively unless they are investing in Sword as well, at which point they are paying the same IP as somebody taking Dodge/Athletics. The shield offers great utility thanks to the large bonus, so characters can parry more, but the lower SP of the shield also means that each block you have to take brings you noticeably closer to losing that bonus and being at a disadvantage.

Defend other action

A character may take an action in order to defend another character within melee range. Until the start of the defending character's next turn, they may choose to block or parry any attack directed at their protected target as though the attack had been directed against themselves. If the attack is coming from the other side of the protected target, the defender may spend some of their reposition movement for that round if they have any left (see reposition tweak) to get close enough to defend at the GM's discretion. The defending character may instead roll Athletics at +3 as a defence to interpose their body between the attack and the protected target, resulting in them being hit by the attack instead of the target as though the attack had beaten their defence by 1 (always targeting their torso).

If an opponent attempts to move past the defending character within a range that is less than their remaining reposition movement for that round, the defending character may spend reposition movement to interpose themselves in the opponent's path. The opponent may choose to stop moving or continue forward. If the opponent continues forward, the defending character and the opponent roll opposed Physique checks. The loser falls Prone. If the opponent beats the defending character, they may continue their movement. This use of the defend other action may be declared without specifying another character to protect – the defending character is defending their ground rather than a specific ally.

Any such defence check undertaken for the protected target (block, parry, Athletics) counts as a defence action for the defending character and may thus cost 1 STA if the defending character has already taken a defensive action. If the defend other action is taken as a bonus action for 3 STA, the penalty of -3 applies to all defences made for the protected character by the defending character.

Effects of and rationale for this change

As the Witcher lacks mechanics such as "attacks of opportunity" that may be familiar from D&D, it can feel like an opponent can move around your character with impunity. This new action allows you to change that if you take an action to do so.

Stunning weapon property change

The normal effect of weapons with the Stunning property is replaced as follows: when a weapon with the Stunning property hits a target on the torso or head, the target is immediately Staggered. If such a weapon inflicts a critical wound, the Stun save rolled by the target is modified by twice the weapon's Stunning property (e.g., if a weapon has Stunning -2, the save would be modified by -4), minimum -1.

Effects of and rationale for this change

Stunning weapons are ridiculously good, to the point that it's hard to justify alternate actions than striking at torso with them. A 10% (normally more like 30-50% due to the modifier) chance to stun an opponent on *every* hit is well worth the -1 penalty for always aiming at the torso, as Stun means an almost guaranteed crit for any competent fighter on the follow-up or at the very least costs the opponent their turn. Staggering is more manageable without breaking verisimilitude.

Verbal combat clarifications

A Verbal Combat outside of combat can involve any number of participants. A participant may attack an individual or multiple targets at once using any of the options outlined in the rulebook. Each targeted character defends separately. However, each additional target beyond the first applies a cumulative penalty of -3 to the attack.

A round of Verbal Combat lasts a variable amount of time, depending on how many individuals are arguing. If you use an attack or tool in a Verbal Combat (either as an attacker or by using the Counterargue defence), you may not take any other (non-Verbal Combat) actions during that round of Verbal Combat. If you haven't used an attack or tool during a round, but were targeted by one, you may only take other (non-Verbal Combat) actions if you successfully defended against the verbal attack or tool and they are performed at -3. If you didn't attack or use a tool and also didn't need to defend during a round of Verbal Combat, you may take other actions normally.

Any physical attack instantly ends the Verbal Combat for the attacker and defender; any other characters who wish to exit the Verbal Combat may do so. If a character wishes to prevent another character from exiting the Verbal Combat in this way, they may immediately roll any Verbal attack against the target's Resist Coercion. This attack does no damage if it succeeds, but forces the target to remain in the Verbal Combat. If multiple characters wish to prevent another character from exiting the Verbal Combat, the character with the highest Leadership makes the attempt unless they voluntarily relinquish.

Defeating a character's Resolve with a Verbal Combat outside of combat leads to the consequences listed in the rulebook (e.g. ending with Persuade convinces the target, ending with Befriend improves the relationship).

Example: *Cassia is trying to convince Caedan, Acadia, and Roderick to come to her show. Roderick is trying to concentrate on brewing a potion. Cassia attempts to Appeal to all of her opponents at once (taking -6 to the attack) and rolls a 15. Caedan Disengages successfully with a 22 and is out of the combat – he leaves the room before he can be dragged back in. Acadia counterargues, trying to Persuade Cassia, and rolls a 20. Cassia takes Resolve damage from Acadia. Meanwhile, Roderick knows he can't escape Cassia while his potion is simmering, so he rolls to pointedly Ignore her and succeeds (21). Cassia takes further Resolve damage from Roderick. Acadia may not take any further actions this round, since she attacked using her counterargument. Roderick rolls Alchemy at -3 to save his potion. Next round, Cassia focuses on Roderick and tries to play on their friendship, rolling Befriend. Roderick rolls to Ignore and succeeds, damaging Cassia's Resolve further. Acadia tries to persuade Cassia again. Cassia can't counterargue, since she is attacking Roderick this round, so she tries to deflect Acadia with a Change of Topic and succeeds. Acadia takes Resolve damage. Roderick again chooses to focus on his potion rather than take a Verbal Combat action, rolling Alchemy at -3.*

Example of physical combat interrupting a Verbal Combat: *Cassia, Myrlo, and Lara are trying to negotiate with a group of five thugs. Myrlo uses Needling to insult one of the thugs, who loses his composure and attacks. Myrlo and the thug drop out of the Verbal Combat automatically. All four of the other thugs want to exit the Verbal Combat to help their friend. Cassia and Lara want to keep all the other thugs talking. Lara has high Leadership, so she goes first. She uses her Raise a Crowd skill (which is 4) and targets three of the thugs at no*

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penalty with an Appeal. Two thugs fail their Resist Coercion and remain in the Verbal Combat, being distracted by Lara. The third succeeds and joins the physical fight. Cassia attacks the fourth thug with a Ridicule attempt, which he fails to resist. Thus, all but one of the thugs remain distracted by Cassia and Lara while Myrlo only has to fight two.

In combat, a Verbal Combat works slightly differently. Each round of Verbal Combat is equivalent to a round of combat. All normal actions are available except Romance. A character may only engage one target in Verbal Combat at a time and must roll a successful Verbal Combat attack against the target's Resist Coercion in order to do so (Bards can be an exception to this limit with their Raise a Crowd skill). Any character who performs an attack in a Verbal Combat (either as an attacker or by using the Counterargue defence) may not take other actions and suffers a -3 penalty to their physical defences until the start of their next turn. A character who must defend against a Verbal Combat attack and wishes to act physically may either give up their verbal defence (and take Resolve damage if the attacker beats DC 10) to act normally or use the Ignore, Change the Subject, or Disengage defence successfully to act at -3 – a failure to defend means the character forfeits their action. A character whose Resolve is reduced to 0 in a Verbal Combat during physical combat is unable to act due to uncertainty for 1D6+1 rounds or until attacked directly. If hostilities cease during this time, the character may be amenable to a truce. If a character in a Verbal Combat observes allies of their opponent physically attacking their allies or themselves, they gain a +5 bonus on any Ignore, Change the Subject, or Disengage defence (+10 against empathetic attacks).

Example: In pitched battle against a squad of Nilfgaardians, Cassia tries to convince one of them their commander is not to be trusted. She rolls Intimidate as her attack to initiate the Verbal Combat, but the Nilfgaardian succeeds in his defence and can act freely, as no Verbal Combat is established. Next round, Cassia tries again and beats the Nilfgaardian's defence, initiating a Verbal Combat. The Nilfgaardian, who is now in a Verbal Combat, but hasn't yet been attacked, elects to continue firing arrows in this round. Next round, Cassia's friend Caedan breaks out of cover and attacks the Nilfgaardian's squadmates while Cassia continues the verbal assault with Intimidation. The Nilfgaardian wants to fight and tries to Ignore Cassia. He gains a +5 bonus on his attempt to Ignore Cassia due to Caedan's physical attack, but fails, takes Resolve damage, and may not act this round. Next round, Cassia attacks again using Intimidation. The Nilfgaardian focuses wholly on attacking, taking no penalty, so Cassia's attack is opposed by DC 10 and succeeds. Finally, Cassia continues once more in the next round. The Nilfgaardian elects to counterargue and cannot take any physical action. Cassia defeats his counterargument, shattering his final points of Resolve, and the Nilfgaardian is unable to take part in the combat for 1D6+1 rounds...or until Caedan gets around to attacking him directly.

Effects of and rationale for this change

This rule change gives support characters something viable to do in combat. Applying a penalty to a single opponent is useful; taking an opponent out of a fight for several rounds is very useful. The Verbal Combat idea in the book was fun and a good start, but integrated poorly (i.e., not at all) with combat. GMs should note that Verbal Combat may be quite effective on some major antagonists if they have no relevant skills to defend. This is easiest addressed by giving them good Resist Coercion and/or Intimidate, as these are generally effective in Verbal Combat. However, well-skilled Bards, Merchants, and in some cases

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Mages and Priests will still eventually wear most opponents down. A lone antagonist will not be stopped for long if the group keeps attacking, though, and groups of antagonists will likely profit from bonuses to their Verbal Defences as their comrades are continually attacked.

Something to remember: NPCs can use this, too. Witchers in particular are often weak to Verbal Combat unless they have invested in Resist Coercion, especially if their opponent isn't particularly scared of Witchers. It can be very frustrating for players to be knocked out of combat for 1D6+1 rounds, though, so consider instead applying noticeable penalties if the PC loses all their Resolve.

Fire condition affecting body parts

Fire can affect individual body parts rather than always affecting the entire body as described in the rulebook. Any armour on an affected body part takes 1 SP damage. In addition, an affected body part takes 5 damage that is soaked by armour if present (this damage is treated like attack damage, so any penetration of armour damages the armour further and remaining damage is multiplied according to the body area). Any effect that would cause a percentage chance to inflict Fire is rolled separately for each affected body part, at the GM's discretion.

Effects of and rationale for this change

Look at what Fire does to a Katanan rules as written. Why yes, it does mean almost instant death (5 damage to each body part = 5x3 head + 5x1 torso + 5/2 for two arms and legs with no armour: 28 damage, doubled because it's Susceptible – that's 56 unavoidable damage at the start of its round from its 80 HP). Now look at the Priest Invocation Cleansing Fire, or Igni, or Aenye, or any of quite a few relatively low-level spells that do damage (that would be doubled) and can apply Fire. So that's the most powerful monster in the core book dead in two rounds tops, if it fails a defence roll (particularly fun against Cleansing Fire, where it's rolling with +16 against a starting character's likely +12 or +13). When the book even *says* that Igni generally targets the torso, but the Fire condition it inflicts always targets everything... well, you have to ask why. I imagine the design idea was that conditions like Staggered, Fire, etc. shouldn't target specific body zones – but I don't see why not. Especially since Fire will otherwise just kill the fuck out of most unarmoured humans in literally three seconds.

Reputation

Reputation is a stat that typically ranges from 1 to 5, but can go up to 10 in extreme cases. A Reputation is always linked to a certain deed or type of deed (e.g. "Cursebreaker of Mattgart 3", "Artist 2") and is generally limited to a certain area. The GM determines whether a given Reputation may be applicable to a social interaction based on whether the interaction partner is likely to know of the reputation and whether they are likely to consider this especially positive or especially negative. If a person is positively affected by a reputation, the reputation holder gains their reputation value as a bonus on social checks (e.g. a resident of Mattgart meeting a "Cursebreaker of Mattgart"). If a person is negatively affected by a reputation, the reputation holder takes their reputation as a penalty on social checks (e.g. a Skelliger roughneck who hates artistic types meeting an "Artist"). At the GM's discretion, partially applicable reputations may apply half of their bonus/penalty.

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Effects of and rationale for this change

Why do we need two rolls to use this relatively common mechanic, one opposed roll to see whether Rep applies and one to actually do what you want to do? I realize that some of the skill trees below use two rolls for one action as well, but those are for some pretty specialized shit. This, on the other hand, could be solved so much more simply. This game requires so many dice that I've poured several hundred hours into programming a macro sheet that manages combat for you – cutting one feels good.

This shouldn't have much impact on most games, unless PCs are getting Reputations of 6 and higher. If this is likely to happen in your game, consider shortening the Rep scale so that it hits its maximum at 5 or 6. That way, the mechanic stays simple and the bonuses (or penalties) don't get out of hand.

Diagram/Formula memorization

A character with one rank in Alchemy may memorize up to 3 formulae with an Alchemy DC of 12 or lower. Each additional rank in Alchemy increases the number of memorizable formulae by 3 and the maximum DC by 1.

A character with one rank in Crafting may select three novice component diagrams that they automatically have memorized. At Crafting rank two, the character knows all novice component diagrams. In addition, a character may memorize 4 further diagrams per rank in Crafting.

Effects of and rationale for this change

This is pure verisimilitude. An average person has INT 6. That means, RAW, that a Mage or Doctor with years of training can't remember more than 6 alchemy recipes, and if they can remember that many, they can't know how to make thread or hardened wood at the same time. Take this a step further – say the Doctor's family was pressuring them to learn smithing, so they have 2 points in Crafting (which is 20% of the way to absolute mastery, by the way). This Doctor, who has a Crafting base value of somewhere between +8 and +12, *literally cannot remember how to make* thread, leather, linen, double-weave linen, and a full suit of padded armour with a simple shield at the same time unless they are of significantly above average intelligence.

Also, the vanilla Craftsman skills were made to address this deficit by devoting two whole skills to increasing mental capacity for recipes. Sure, that makes sense if you accept the premise, but it's still two *very boring* skills for a class that was more of a niche for adventuring already. I'd rather fix the problem.

This shouldn't have much balance effect. Diagrams and recipes are still useful because of the +2 bonus they confer as reference sheets and it's not as though a dabbler with 1 or 2 skill ranks is going to be able to memorize every diagram they ever see.

Exhaustion rules and STA regeneration

STA regenerates at a rate of your REC per hour. In combat or other life-threatening situations, characters may take the Recovery action to regenerate their REC within the space of one round (consider this the effect of adrenaline on the body). They may not take the Recovery action more than once during a typical combat, as having time for this would likely imply that their adrenaline level drops. At the GM's discretion, it may be possible to Recover

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multiple times during longer combat or extreme action sequences. At the end of such a sequence, characters automatically recover their REC in STA once as the adrenaline leaves their system.

Whenever a character drops below 50% of their maximum STA, they gain a level of exhaustion if they don't already have one. Whenever a character drops below 25% of their maximum STA, they gain a level of exhaustion if they don't already have two. Whenever a character drops to 0 STA, they always gain a level of exhaustion. Each level of exhaustion halves the character's REC (cumulatively; two levels reduce it to 25%, three levels to 12.5% and so on). This can reduce REC to 0, as fractions are always rounded down. At the GM's discretion, levels of exhaustion may be applied automatically or after a failed Endurance check when characters engage in prolonged strenuous activity. Not sleeping for a 24-hour period applies a level of exhaustion.

Characters may roll Endurance to remove a level of exhaustion each time they spend a significant period of time resting (e.g., a full night's sleep, half a day relaxing in a tavern), with the DC depending on the quality of rest (e.g., DC 10 for a night's sleep in a bed; DC 15 for sleeping in a tree; DC 20 for carousing in the tavern).

The GM is encouraged to consider other physical activities or states that may be modelled by levels of exhaustion, such as hunger or thirst. In addition, the GM is encouraged to have long-term physical activity associated with a flat STA cost (e.g., walking on a road: 7 STA per hour; walking through a dense forest: 9 STA per hour; climbing a mountain: 15 STA per hour). Natural STA regeneration per hour will offset this for well-rested characters, but those with weak constitutions or suffering from exhaustion will lose STA fast over time.

Effects of and rationale for this change

This is a very granular system that is probably overkill for many tables. I developed it because my group is spending a prolonged period in the mountains in winter, where being exhausted and dealing with privation is a major part of the challenge and feeling. If you like this kind of intensive resource management, however, feel free.

In general, the game needs some adjustment to how STA works. RAW in the main book, one would assume that STA is never an issue outside of combat, as people just regenerate it within 30 seconds by spamming the Recover action. This is obviously stupid from a realism perspective, but could be a valid mechanical decision for the system if, for example, the classes were balanced around always having STA available at the start of combat. This does not appear to be the case, however. Non-magical classes hardly use STA (except for the Man at Arms, who has a few situational skills that cost LOADS of STA for some reason) except to take extra actions and defences. On the other hand, magical classes can use lots of STA if they have powerful spells, but their spells are actually so useful that STA is often not enough of a limiting factor (e.g., Telepathy, which can break social encounters in half and leave social classes like the Bard or Merchant feeling useless). Thus, I feel resource management is needed to manage this a bit better.

The Sage has in fact indicated that the Easy Mode STA rules, which stipulate STA regeneration out of combat occurring only per hour of rest, were supposed to be used in the main system as well, so it would appear the designers agree with me for once. This might be a simpler and better fix for your table if you want resource management without too much

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bookkeeping (no exhaustion levels, Endurance checks, thresholds for STA etc.). If you like lots of granular choice, though, go nuts using my rules.

Aiding another action

If multiple characters wish to cooperate on a task and a system that is more involved than just a flat bonus to the lead character is desired, other characters may use their skills to assist at the GM's discretion. First, one character is determined who is the lead on the task (generally due to RP reasons or because they have the highest applicable skill ranks or base). All other characters are assistants. The lead rolls on the skill most appropriate for the task. Assistants may support using the same skill or related skills at the GM's discretion (e.g., rolling Grooming and Style to improve a lead's Seduction check or Deduction to improve a lead's Education check).

The lead gains a bonus to their skill check equal to half the assistants' skill ranks. The contribution of an assistant using a skill that is only partially relevant may be halved again at the GM's discretion.

For tasks which require the lead to use their know-how to direct assistants' efforts (e.g., a research team or an engineering project), the GM may rule that the maximum bonus from assistants is limited to the lead's ranks in the relevant skill. Finally, for tasks performed under stress or particularly dramatically relevant tasks, the GM may require a simple skill check from each assistant to check for fumbles. An assistant who fumbles inflicts a penalty to the lead equal to half the assistants' skill ranks instead of granting a bonus.

The GM is advised that these bonuses may allow groups to reliably defeat much higher DCs than individuals could and adjust their task DCs in encounters appropriately.

Effects of and rationale for this change

Most clearly, groups with complementary skills can now reliably reach higher DCs, generally with less fumble chance. This rule increases maths and dice-rolling somewhat and so is likely inappropriate for simple checks without much dramatic impact. However, for a central investigative check or social encounter, this allows the non-specialist characters to contribute mechanically in a way they otherwise maybe couldn't. However, it's very important to make free use of the limitations on aiding others; you may not want the whole party taking 2 points in Seduction or Grooming and then basically perma-boosting the Bard's attempts to seduce NPCs. In such cases, enforcing a limit of one wingperson/make-up artist may be necessary.

Alternatively, a more incrementalist approach to skill checks may be useful, with a success indicating only progress towards a goal, not its instant achievement – for example, requiring successful Seduction checks over multiple parties to represent flirting before any substantial progress is made. In this case, beating a very high DC may simply speed the process up compared to beating a moderate DC, allowing the characters to skip a few increments. A balance between rewarding coordination and not straining credibility with what high rolls can achieve is required.

Aiding another spellcaster

Spellcasters may pool their strength to work magic together. All participants must roll on the same skill. One caster is declared the lead, the others are assistants. At the GM's discretion, the number of assistants may be limited, for example by the lead's ranks in the appropriate

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magical skill. The caster may select any spell, invocation, hex, or ritual they know to cast; the assistants need not know it. First, each assistant declares how much STA they wish to provide to the lead. Then, they each make a roll on the appropriate skill against DC 14. If an assistant's magical tradition (e.g., Mage, Druid, Priest) is different to the lead, they take a -3 penalty. Witchers always take a -6 penalty on this check. If the check succeeds, the assistant provides the declared amount of STA to the lead, but spends *twice* that amount, reduced by 1 per point by which they beat the DC to a minimum of the STA they actually provided. This expenditure of STA counts against their Vigour threshold. If this causes them to overdraw, it is treated as though they were working the magic themselves for the purposes of elemental effects. If the check fails, the assistant spends twice the STA they had declared, but the lead receives no benefit. Fumbles on this check are treated as though the assistant had fumbled while trying to work the magic themselves.

Once all assistants have resolved their checks, the lead rolls to work the magic effect as normal. All STA provided by successful checks is spent on the magic effect and does not count towards the lead's Vigour threshold. If the lead fumbles the check, the fumble result applies to them and all assistants.

Neither the lead nor any assistants may use Foci when casting together.

Example: Keira (Mage), Triss (Mage), Nenneke (Priest), and Geralt (Witcher) are trying to support Yennefer (Mage) as she opens a standing portal. Keira declares she will send 4 STA, Triss declares 5 STA, Nenneke declares 2 STA, and Geralt declares 6 STA (the poor, lovesick idiot). Keira rolls Spell Casting against DC 14 and gets a 16. Yennefer gets 4 STA from Keira. Keira would spend 8 STA, but can reduce this by 2 due to her Spell Casting roll, ending up at 6 STA spent, which is below her Vigour threshold. Triss rolls Spell Casting 20 against DC 14, sends Yennefer 5 STA as planned, and only spends exactly those 5 STA thanks to her rolling 6 above the DC, remaining below her Vigour. Nenneke, a priestess of Melitele, rolls at -3 because of her differing tradition, but still gets an 18, paying and sending 2 STA (also below her Vigour). Geralt rolls at -6 as a Witcher and fumbles with a fumble value of 4, ending with a check result of 11. He not only fails to provide Yen with any STA, he suffers a random elemental effect from the fumble (Standing Portal is a mixed-element spell), takes 4 HP damage from the fumble, spends 12 STA (overdrawing his Vigour of 7 by 5) and then takes another 25 HP damage from overdrawing (plus yet another elemental effect)! Love hurts. Yennefer now casts the Standing Portal without fumbling, spending a total of 22 STA (11 from her assistants and 11 personally).

Effects of and rationale for this change

High STA costs may become prohibitive for spellcasters over time, especially given the STA recovery rules outside combat. A single Master-level or two Journeyman-Level spells may require two or three hours of rest to recover the STA spent, even using foci. This rule allows a specific magical effect to be carried partially by other casters, with the potential cost and risk for doing so going down as the casters become more experienced.

It's particularly useful for a last-ditch effort or a dramatic scene where a vital magical effect is needed multiple times, too often for the caster who knows it to manage alone. It also allows relatively weak (i.e., low-Vigour) casters to achieve strong magical effects together if they know the spells, albeit at significant risk to their own health (if they overdraw).

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Homebrew skill trees

At our table, we have found the vanilla skill trees to be somewhat badly designed for our purposes. We felt that skill trees should allow for different and unique approaches to playing the game, so that unlocking skills is always exciting, but this was not the case with lots of the default skill trees. As an example, one needs look no farther than the Craftsman - no less than TWO skills allow memorization of more crafting formulae, which is both unexciting and reflective of some weird design choices (see above).

This is why I've written redesigns of the skill trees for all of the base classes. The goal of these redesigns is:

- a skill tree skill should be iconic to the class
- a skill tree skill should be worth investing in beyond just unlocking the next one
- a skill tree skill should provide new options and tactics for an appreciable proportion of encounters, or at least have an ongoing influence on the game
- no skill should roll against a target's stat x3 because I hate that :-P

In some cases, the defining skill has been redesigned or specified a bit more as well. Some of these changes will require the adoption of some of the house rules above. In general, the modifiers and specific numbers here have been calibrated for our table, but they are as always only guidelines that your table should adapt to your own use.

Skill Tree Bard

Busking (EMP). A Bard may roll Busking to earn money in settlements equal to the skill check result, spending between 1 and 3 hours per roll. This skill may be rolled at a limited frequency depending on the size of the settlement:

Hamlet: 1/week
Village: 1/two days
Town: 1/Day
City: 4/Day

In addition, a Bard may use Busking to secure room and board in an inn or with a relatively wealthy temporary patron (relative to the environment). In this case, a Bard must spend between one and two hours every day entertaining their patron and/or their patron's guests and receives their Busking base x2 in Crowns' worth of room and board, which may be enough to support other characters beyond themselves. A GM may consider demanding rolls on Busking to gain access to a patron in the first place, which can also serve as a way to make contact with the more affluent members of a community. Note that a settlement must be able to support sufficiently wealthy individuals or inns for the skill to be used in this way.

In addition to this usage, Busking may be rolled instead of Performance for a specified style of Performance. For every three ranks in Busking, the Bard may choose an additional style of Performance that is covered by their Busking skill.

A Bard may also roll Busking to "read" a crowd, gaining information about what kind of entertainment the crowd would like to see, whether there are any obvious troublemakers, whether people seem unusually distracted etc. If Human Perception checks are allowed by the GM in the same situation, it is recommended that Busking provide extra or more precise information.

The Charmer	The Informant	The Manipulator
<p>Encore (EMP). The Bard may roll Encore against a DC determined by the settlement type when using Busking to earn money or secure room and board. Any applicable Reputation the bard has is applied as a modifier to this roll. If the roll succeeds, the Bard doubles their (effective) earnings and gains a Reputation of 2 as an artist/performer in the local area (to their current cover identity if they are using one) if they did not already have a higher one. If the Bard beats the DC by 5 or more, they may choose not to increase their reputation (if they want to keep a low profile, for example).</p> <p>Hamlet: DC 22 Village: DC 18 Town: DC 16 City: DC 14</p> <p>Alternatively, a Bard may roll Encore when performing for a crowd to subtly shift the crowd's mood. In general, fine-grained manipulation is impossible to achieve though this use of the skill; however, a Bard might for example rally support for a noble over multiple performances. If the circumstances are</p>	<p>Fade (INT): May be rolled against Awareness in a social setting to disappear into the background, even if hiding would otherwise be impossible. This may also be used when shadowing a target.</p> <p>In Verbal Combat, this skill may also be rolled as a defence instead of Resist Coercion to quit the combat. A successful roll (temporarily) convinces the target that the Bard is not currently the highest priority. If the Bard beats the target's roll by 5 or more, the target may forget or rationalize smaller insults or provocations. If the Bard beats the target's roll by 10 or more, the target may be inclined to forgive moderate insults or provocations (e.g. uses of Needling) or label them as misunderstandings.</p>	<p>Poison the Well (EMP): The Bard may attack the standing of the target. They roll Poison the Well against the target's Charisma. If they succeed, they impose a penalty of -1 to the target's rolls on Seduction, Persuasion, Leadership, and Charisma for the remainder of the interaction per point by which they beat the target's roll. If the target rolls any of these skills against the Bard themselves, the penalty is halved, as the Bard knows their own slander of the target is false.</p> <p>At the GM's discretion, this skill might also be used over a longer period of time to reduce a target's Reputation or inflict them with a negative Reputation. The target will be able to discern roughly who is trash-talking them if they</p>

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<p>particularly serendipitous (e.g. people are already unhappy due to a major occurrence), this skill might also be used to whip a mob into a frenzy, with all the attendant risks. If a Bard fumbles on this roll, the crowd is likely to notice the attempt to manipulate them and react accordingly. Base DCs are given below; depending on circumstance, it may be appropriate for the Bard to roll against the highest Human Perception in the crowd (or that of a particularly important NPC, such as a local leader).</p> <p>Hamlet: DC 14 Village: DC 16 Town: DC 18 City: DC 22</p> <p>Modifiers (apply to both uses of the skill): +1 to roll per "plant" in the crowd who claps at the right times etc. (max. +5) +2 to roll if Bard is masked or otherwise dramatically anonymous (any Reputation gained applies to the masked identity unless the Bard reveals themselves at the end).</p> <p>See Reputation house rules below.</p>		<p>spend some time investigating and defeat the Bard's check-10 on a Human Perception or Social Etiquette roll, or precisely if they beat the Bard's check-5.</p>
<p>Raise a Crowd (EMP). When a Bard has been performing for at least several minutes, they may roll on Raise a Crowd to distract any spectators who fail an opposed Resist Coercion roll (it may be appropriate to have only the highest score and/or any important NPCs roll, or to set a fixed DC instead, to speed up play). Spectators who are actively planning violence or subterfuge gain a +5 bonus to resist, as do spectators who have good reason to suspect the Bard of hostile or duplicitous intentions. Cronies of the Bard who know what to expect gain +10 to resist. Any affected spectator suffers a penalty of -15 to Awareness and is strongly inclined to stay and watch the show, although this will not prevent NPCs with pressing plans from completing them. Any apparent danger or extreme distraction (alarms etc.) ends the effect automatically, although affected targets take a -5 penalty to any Initiative roll required directly afterward. Sudden attacks against affected targets count as an ambush and gain the normal bonus of +5.</p> <p>In addition, a Bard may use Raise a Crowd to engage multiple targets in a Verbal Combat simultaneously, even during combat. The Bard rolls Raise a Crowd against the highest Leadership value in the target group, with defenders gaining a bonus of +5 to resist in a tense situation with potential to escalate and +10 during active combat. On a success, the Bard engages one target + 1 per 2 points over the defender's result (at least 1) in Verbal Combat. If the Bard is not targeting specific individuals in the group, the targets are affected in order of</p>	<p>Spread the Word (INT): The Bard may spread rumours of their own creation about people with some degree of control over the spread. They determine a specific "seed" target individual who they wish to have spread the rumour and roll Spread the Word with the following modifiers:</p> <p>Settlement size: Hamlet: +10 Village: +5 Town: -5 City: -10</p> <p>Individuals of import the Bard has previously convinced of the rumour: +1 to +3 per individual depending on the individual's reach</p> <p>Subject of rumour's Reputation: +1 per 2 points of Reputation</p> <p>Possible consequences of rumour for gossipmongers: dangerous: -10 negative, but not actively dangerous: -5 neutral: +0 positive (e.g. vested interest): +5</p> <p>"Spiciness" of rumour: -4 (boring) to +4 (unique and interesting)</p> <p>The Bard may decide before rolling what amount of their Spread the Word base they wish to apply to the roll. In addition, they may decide to reduce the result by up to their ranks in Spread the Word after rolling. If the Bard chooses to use Luck on this roll, they may choose to reduce the result instead of increasing it. The rumours spread as follows depending on the final result:</p> <p><10: no spread</p>	<p>Needling (EMP): The Bard may roll Needling against the Resist Coercion of the target to provoke them to attack. The target is highly motivated to attack the Bard physically (with fists or weapons depending on the situation and target), but will not charge into an obviously hopeless situation or trap to do so (although they may adjust their tactics to make it more feasible). If violence is extremely inappropriate for the situation (e.g. a courtly party, a silent vigil at a temple), the target gains a bonus of +10 to resist. If there is no pre-existing tension or threat of violence, the target gains a bonus of +5 to resist (these bonuses can stack; the second bonus does not apply to repeat uses of Needling). While under the effect of Needling, the target takes a penalty of -1 per two ranks of the Bard in Needling (minimum -1) to all attacks and defences against everybody EXCEPT the Bard. The effect lasts for a number of rounds equal to the rank of the Bard in Needling, until another character calms the target with a successful Charisma, Leadership or Persuasion roll against the Bard's original result, or until the target has attacked the Bard at least once and</p>

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<p>lowest to highest WILL stat. This skill may be retried if failed, but each previous failure imposes a cumulative penalty of -3.</p> <p>During a running Verbal Combat, a Bard may attack additional opponents up to half their rank in Raise a Crowd at the same time at no penalty. Opponents beyond this number apply cumulative penalties to the Bard's attack as normal.</p> <p>See Verbal Combat house rules below.</p>	<p>10-14: in the closest circle of the "seed" target 15-19: most of the acquaintances of the "seed" target 20-24: throughout hamlets in the area/the whole village/the whole quarter of the town 25-29: [only if settlement the Bard is in is at least village-sized] throughout nearby villages/the whole town 30+: [only if settlement the Bard is in is at least town-sized] regional spread throughout nearby towns</p> <p>As a guideline, the rumour takes 1D6 days to spread in the local area and a further 3D6 days to spread to other settlements if the roll was sufficiently high.</p>	<p>subsequently succeeded at a Resist Coercion roll that beats the Bard's original result.</p> <p>The Bard may only use this skill on targets with whom they can communicate.</p>
<p>Good Friend (EMP). The Bard may roll Good Friend in order to remember an old friend in the area who is willing to do them a favour. The base DC is 10, modified as follows:</p> <p>Settlement size: Hamlet: DC +10 Village: DC +5 Town: DC +0 City: DC -5</p> <p>Influence of the friend in their field: Locally despised -5 DC No special influence +0 DC Some local influence +5 DC Much local/some regional influence +10 DC Much regional influence +15 DC</p> <p>The friend may have special status or skills (unless the GM deems it completely inappropriate), but this increases the DC and requires an additional check on a secondary, fitting skill at the DC for the Good Friend roll -5 (representing whatever shared experience the Bard has with the friend).</p> <p>Special status/skills with suggested secondary skills:</p> <p>Doctor: +8 DC, Education or First Aid Underworld contact: +8 DC, Streetwise Scholar (of some relevant specialization): +8 DC, Education Trader: +8 DC, Business Artist: +8 DC, Fine Arts Military: +10 DC, Tactics Nobility: +12 DC, Grooming and Style Magistrate/Legal: +12 DC, Social Etiquette</p>	<p>Cover Identity (INT): The Bard may roll Cover Identity to appear local to the area (e.g. "from the next village over"). This means the Bard will not be treated as an outsider, nor will they attract much attention.</p> <p>Hamlet: DC 25 Village/specific town quarter: DC 20 Town: DC 15 City: DC 10</p> <p>The Bard may also decide to assume an identity with special privileges. This requires them to roll Cover Identity against base DC 10 modified as follows in addition to a roll on a secondary skill appropriate to the identity at base DC 15. The GM is encouraged to grant bonuses to the Cover Identity roll if the Bard has researched the area and/or the role, or if the Bard has successfully used this specific identity before.</p> <p>Underworld connected: +8 DC, Streetwise Scholar: +8 DC, Education Trader: +8 DC, Business Military: +10 DC, Tactics Nobility: +12 DC, Grooming and Style Magistrate/Legal: +12 DC, Social Etiquette</p> <p>If the Bard is missing the appropriate "props" for the identity, the DC of Cover Identity is increased by +5 and the DC of the secondary skill roll increases to 18.</p> <p>Failure on either roll leads to an embarrassing flub which could be played off by successful roleplay or Verbal Combat. Failure on both rolls leads to the Bard's con being discovered. Fumbles may lead to attacks or regional notoriety, with the identity risking being "burned".</p> <p>If the Bard is required to show detailed knowledge the cover would be expected to have, further rolls on the appropriate skills and/or Cover Identity may be required to keep the deception going.</p>	<p>Et Tu Brute (EMP): The Bard may attempt to turn a target against one of the target's allies. The Bard rolls against one of the ALLY'S skills (NOT the target's) appropriate to the relationship (examples in parentheses):</p> <p>Charisma (friendship) Leadership (commander) Deceit (fooled into helping them) Persuasion (doing them a favour) Seduction (in love/lust with them) Intimidate (subjugated, e.g. by a bandit leader)</p> <p>The Bard's roll is modified as follows: Ally in question is present: -6 Hostile meeting with target (no threat of violence): -3; hostile meeting with target (threat of violence): -6</p> <p>If the Bard succeeds on their roll against the ally, the target rolls Resist Coercion against the Bard's result. If the target succeeds, they doubt their allegiance to the ally, but are not hostile towards the ally. If the target fails, they are hostile towards their ally as appropriate to the relationship (e.g. friends argue, subjugated minions betray).</p> <p>If the Bard wishes to make the target hostile to their ally beyond what would be typical for their relationship, they may be able to do so using Verbal Combat at the GM's discretion and ending the combat with a use of Et Tu Brute (otherwise as Deceive).</p>

Skill Tree Craftsman

Clever Hands (CRA). A Craftsman gains a bonus equal to half their skill ranks in Clever Hands on all rolls on Crafting, Alchemy, and Trap Crafting, as well as to rolls on INT-based skills that involve understanding mechanisms, architecture or production processes. This bonus counts as skill ranks in Trap Crafting for the purposes of determining potential trap damage.

A Craftsman may also use Clever Hands to temporarily patch up any piece of equipment that has a remaining Reliability or Stopping Power rating of at least 1. To do this, the Craftsman rolls against the Crafting DC of the object -3. On a success, the object gains 1 point of temporary Reliability/SP for every point by which the DC was beaten. These temporary points last for one hour. After the hour has passed, the object loses any remaining temporary points and also takes one additional point of Reliability/SP damage. Multiple uses of this skill do not stack, but it may be reapplied to the same object after the last use has worn off. This use of the skill takes several minutes of work.

Clever Hands may also be rolled to gain in-depth information about crafted objects, subject to GM approval and within reason for the circumstances. For example, a Craftsman may be able to identify the source of an explosion as a bomb by analysing the fragments and/or blast pattern, or identify a specific weapon's likely point of origin. At the GM's discretion, the skill may also be used to reverse-engineer an object over a long period, allowing the Craftsman to identify specific exotic crafting materials used in its making or even create a diagram (that provides no bonus to Crafting rolls).

See Diagram memorization house rule above.

The Forge Master	The Alchemist	The Improviser
<p>Frugal Smith (CRA). When the Craftsman successfully crafts or repairs an item, they may immediately roll Frugal Smith against the Crafting DC of that item (-3 DC if repairing). For each point by which the Craftsman beats the DC, they may choose to use one less unit of required materials. When crafting an item, this cannot be used to reduce a category of required materials to zero (e.g., if a diagram requires 3 units of Thread, at least 1 must be used). When repairing an item, this restriction does not apply. Items repaired or crafted in this manner must be maintained regularly. Once per week, a Craftsman must succeed at a Frugal Smith roll with an additional bonus of +3 against the original DC to maintain the item. The Craftsman who made the original roll automatically succeeds at this roll. If the item is not maintained in this way, it loses 10% of its Reliability/SP cumulatively per week. This loss of Reliability/SP cannot be prevented or repaired until the object is maintained. This maintenance requirement also reduces the market value of the object</p>	<p>Double Dose (CRA): A Craftsman gains a bonus equal to half their skill ranks in Double Dose on all rolls on Alchemy, as well as to rolls on INT-based skills that involve identifying alchemical substances or understanding alchemical phenomena.</p> <p>When a Craftsman successfully creates an alchemical mixture using the Alchemy skill, they may immediately roll Double Dose against the Alchemy DC. If they succeed, they create two doses of the mixture instead of one.</p>	<p>Pinpoint (CRA): The Craftsman may roll on Pinpoint against the Crafting DC of an item to identify weak points. If this roll succeeds, the Craftsman may choose to make a special attack action against the item in subsequent rounds at -6. If this special attack succeeds, the Craftsman deals 1D6 points of Reliability/SP damage to the item per 2 ranks in Pinpoint (minimum 1D6). If a creature is holding the item, they may defend as normal (including using the item to block, which reduces damage to the item to 1). Unattended objects have a DC of 10. A Craftsman may reduce their special damage dice from this attack in order to reduce the attack penalty - for each D6 less damage, the attack penalty is reduced by 2. A Craftsman may not reduce their damage dice from this action below 1D6 in this way. This skill may also be used against monster armour or natural weapons if the Craftsman succeeds at a Monster Lore check at DC 15 (or is instructed by another character who does). The Pinpoint DC in such a case is equal to the normal Monster Lore DC for the opponent +3.</p> <p>The Craftsman gains a bonus to Pick Lock and any skill checks that involve breaking down barriers (e.g. Physique to smash down a door) equal to half their ranks in Pinpoint.</p>

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<p>by 50%.</p> <p>Master Crafting (CRA): When the Craftsman successfully crafts an item, they may spend twice the resources normally required by the diagram instead of the normal amount to immediately roll Master Crafting against the Crafting DC of that item (Frugal Smith may be applied to this roll as normal, but only once, NOT once for the Crafting roll and once for the Master Crafting roll). If the Craftsman succeeds, they generate a number of "improvement points" equal to the margin by which they beat the DC (max. 10) which may be spent as follows:</p> <p>1 point: item grants a +1 bonus to one appropriate non-combat skill in addition to any bonuses it otherwise grants (e.g., Disguise, Performance or Social Etiquette for clothing; Crafting for tools etc.; may be bought multiple times and applies to a different skill each time)</p> <p>2 points: +1 damage (weapons/shields only, may be bought a maximum of five times)</p> <p>2 points: +1 Reliability/SP (may be bought a maximum of five times)</p> <p>3 points: item grants a +2 bonus to one appropriate non-combat skill in addition to any bonuses it otherwise grants (e.g., Disguise, Performance or Social Etiquette for clothing; Crafting for tools etc.; may be bought multiple times and applies to a different skill each time)</p> <p>3 points: WA +1 (weapons/shields only, may be bought twice)</p> <p>3 points: DB +1 (weapons/shields only, may be bought twice)</p> <p>3 points: +1D6 Brawl damage (armour only, applies to punches for torso armour and to kicks for leg armour)</p> <p>3 points: Brawl damage counts as lethal instead of nonlethal (armour only, applies to punches for torso armour and to kicks for leg armour)</p> <p>3 points: increase chance to cause Bleeding by 25% (bladed weapons only, may be bought up to three times)</p> <p>3 points: add Stunning (+1) property or improve Stunning stat by 1 (blunt weapons only, may be bought multiple times, final value can't be better than -2)</p> <p>3 points: add Armour Piercing property (weapons only)</p> <p>3 points: add Ablating property (weapons only)</p> <p>3 points: add Balanced property (weapons only)</p> <p>3 points: add Resistance (armour only, may be bought multiple times, adding a different Resistance each time)</p> <p>4 points: add Improved Armour Piercing quality (requires existing Armour Piercing quality)</p> <p>5 points: item grants a +3 bonus to one appropriate non-combat skill in addition to any bonuses it otherwise grants (e.g., Disguise, Performance or Social Etiquette for clothing; Crafting for tools etc.; may be bought multiple times and applies to a different skill each time)</p>	<p>Suspended Solution (INT): The Craftsman may roll on Suspended Solution to combine the effects of two existing alchemical substances into one substance. To do so, they make a Suspended Solution roll against the higher Alchemy DC of the two mixtures +3. On a failure, both substances are ruined; on a fumble, a dangerous reaction takes place. The GM decides whether the mixture must be applied, drunk, inhaled etc.; if the Craftsman wishes to determine this, the DC increases by a further 3 points. If one of the substances is already a combination created by Suspended Solution, the Craftsman takes a penalty of -3 to the roll for each iteration of the skill already applied in the ingredients (note that penalties are different to DC increases; see fumble house rules below). The Craftsman may also isolate individual qualities of a substance with multiple effects and apply only these to the new mixture (e.g. apply only the addictive quality of Fisstech without its Stun effects), subject to GM approval; this increases the DC by 3.</p> <p>The Craftsman may also use this skill to analyse an alchemical substance in depth. To do so, they must roll Suspended Solution against the Alchemy DC for the target substance -5. The results depend on the degree of success:</p> <p>Beats DC by less than 3: Craftsman identifies alchemical base recipe (but not how to make the substance) and basic effects</p> <p>Beats DC by less than 6: Craftsman identifies alchemical base recipe, knows how to make the substance and knows its detailed effects</p> <p>Beats DC by less than 9: Craftsman identifies alchemical base recipe, knows how to make the substance and its effects and can identify specific ingredients used (e.g. determine whether</p>	<p>Weapon Coating (CRA): The Craftsman may coat weapons with silver. They roll Weapon Coating against the Crafting DC of the weapon -6. For every 3 points by which the DC is beaten, the weapon gains 1D6 silver damage (minimum 1D6, maximum 5D6, maximum 2D6 for bolts/arrows or other small ranged weapons). For each 2D6 of silver damage gained, the normal weapon damage is reduced by 1D6. For every 2 points of Reliability damage the weapon takes, it loses 1D6 of silver damage (which may lead to its base damage increasing again). As long as the weapon has any bonus silver damage, it counts as silver for the purposes of harming monsters.</p> <p>The Craftsman may also coat weapons with meteorite steel. They roll Weapon Coating against the Crafting DC of the weapon. If they succeed, the weapon counts as meteorite steel for the purposes of penetrating damage resistance. It also receives a WA modifier of -4. For every 2 points by which the DC is beaten, the Craftsman may reduce this penalty by 1 (to a minimum of 0). The weapon counts as meteorite steel until it loses 5 points of Reliability (or breaks, if that happens first). The weapon may not be repaired in any way until this has occurred.</p> <p>Finally, the Craftsman may coat weapons with Quick Fire. They roll Weapon Coating against the Crafting DC of the weapon. If they succeed, the weapon is coated and may be lit on fire as an action. While the weapon burns, it takes 1 Reliability damage per turn and has a 50% chance to set a targeted body part on fire with every hit (75% for 2-handed weapons; see fire house rule below). The fire goes out if the weapon breaks or is doused in water. For every full 3 points by which the Craftsman beats the DC, damage to the weapon is delayed by one turn once it is lit.</p> <p>Silver coatings require silver, meteorite coatings require meteorite ore and Quick Fire coatings require doses of Quick Fire. A two-handed weapon requires 2 units of the relevant resource, a one-handed weapon requires 1 unit. 1 unit is enough to affect two Small Blades or 10 arrowheads.</p> <p>Finally, a Craftsman may roll Weapon Coating against DC 15 when applying any blade oil. On a success, creatures vulnerable to the oil who are struck by the weapon and take damage also have a 50% chance to be poisoned, start bleeding or (if the Craftsman beat DC 18) start suffocating (Endurance DC 16 removes the effect). The Craftsman</p>
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<p>The base market value of the item increases by 30 crowns for each "improvement point" spent on it.</p> <p>Note that any one skill may only be given ONE bonus from Master Crafting an item; for example, it is impossible to improve Disguise by +3 for five points and then improve it further by +2 for another three points on the same item. The GM should also consider carefully whether multiple skill bonuses from different items should be allowed to stack; Craftsman players planning something like this should speak to their GM beforehand.</p> <p>See Defensive bonus house rules below.</p>	<p>Vitriol in the substance comes from ghouls claws or balisse fruit) Beats DC by 9 or more: Craftsman identifies all of the above and who made the substance (if they have encountered this individual's work before) or at least which alchemical tradition they come from (e.g. Ban Ard, medical student from Oxenfurt etc.)</p>	<p>chooses the bonus effect when applying the oil.</p> <p>In general, Weapon Coating rolls should be allowed to treat a weapon (or armour) with an alchemical substance for specialized uses (e.g. a coating of Talgar's Tears to resist the attacks of a fire elemental). The DC is at the GM's discretion.</p>
<p>Superb Crafting (CRA). A Craftsman gains a bonus equal to half their skill ranks in Superb Crafting on all rolls on Crafting, Frugal Smith, Master Crafting, and Trap Crafting, as well as to rolls on INT-based skills that involve understanding mechanisms, architecture or production processes. This bonus counts as skill ranks in Trap Crafting for the purposes of determining potential trap damage. A Craftsman with at least one rank in Superb Crafting gains access to the additional traps available to the Man-at-Arms under Booby Trap, but must spend more materials to build them (GM's discretion).</p> <p>The Craftsman may roll Superb Crafting in order to attempt to repair relics. The base DC is 15. The GM should determine a list of rare and costly materials that are appropriate for the relic required for each attempt (Frugal Smith cannot be applied to this roll). For every 2 points by which the Craftsman beats the DC, they may restore 1 point of SP/Reliability to the relic.</p> <p>The Craftsman becomes intuitively attuned to the emotions and supernatural auras of items. Whenever the Craftsman encounters an inanimate object that has been subjected to magic, a curse or a monstrous influence, the Craftsman may roll Superb Crafting to receive at least some information that could otherwise be derived from the skills Magical Training or Witcher Training. The DC is set by the GM.</p> <p>When the Craftsman sets a trap (or creates one from a diagram), they may roll Superb Crafting exactly as though they were rolling Master Crafting. They may spend "improvement points" generated in this way to add qualities and damage to traps as though they were weapons.</p>	<p>Adaptation (CRA): When creating Witcher potions, the Craftsman may roll Adaptation against the Alchemy DC in order to apply effects from secondary alchemical influences (see below). If the alchemist is using Double Dose, the Adaptation roll is modified by -3. If the Witcher potion has been combined with something else using Suspended Solution, use the Suspended Solution DC as a base instead. The potion gains additional effects depending on the dominant secondary substance chosen:</p> <p>Albedo: The Toxicity of the potion is reduced by 5% per 2 points rolled over the DC (minimum 1). If this lowers the Toxicity of the potion below 25%, each 5% step below 25% also reduces the Endurance check DC required to benefit and avoid Poisoning if non-Witchers drink the potion by 2 (base value 16).</p> <p>Rubedo: In addition to its normal effect, the potion heals 1 HP for every 3 points rolled over the DC (minimum 1) per round while it is in effect.</p> <p>Nigredo: In addition to its normal effect, the potion adds +1 to all melee attack and damage rolls per 3 points rolled over the DC (minimum 1) while it is in effect.</p> <p>A Craftsman gains a bonus equal to half their ranks in Adaptation to resist any negative effects from alchemical substances.</p> <p>A Craftsman may roll on Adaptation to attempt to extract a sample of an active alchemical compound from something it is affecting (e.g. a poison from a poisoned individual; an acid slowly eating its way through a wall). The base DC is 15, modified by GM's discretion according to circumstances. This weakens any offensive rolls that may be necessary for the substance to take effect by 2 (e.g. damage) or grants a bonus of +2 to resistance rolls against it as appropriate for the next hour. In addition, the Craftsman gains a sample, which may be analysed using Suspended Solution. This application of the skill may also be used on inert substances left over after an alchemical reaction at the GM's discretion; the recommended base DC increases to 20.</p>	<p>Flexible Crafter (CRA): The Craftsman may roll Flexible Crafter against the Crafting DC of a weapon in order to change one of its damage types (from slashing/piercing/bludgeoning to another of those three) temporarily. This use of the skill takes one action and lasts one hour. When the effect wears off, the weapon takes 1 Reliability damage.</p> <p>The Craftsman may also roll Flexible Crafter against a DC of 14 to remove an enhancement, a rune or a glyph from an item (without ruining it). This use of the skill takes a full-round action. The Craftsman may also apply runes, enhancements or glyphs to empty slots as a full-round action at DC 12, or do both in one round at DC 18. Failing such a roll ruins any enhancements, glyphs or runes involved. If the item is currently in active use (e.g. armour being worn in combat), the roll is made at -4. The Craftsman cannot use this skill on an unwilling target.</p> <p>The Craftsman may spend an hour working on a weapon, shield or piece of armour and roll Flexible Crafter against the Crafting DC of the item in order to increase the number of slots it has for improvements by 1 + 1 for every 3 full points by which the DC was beaten. Whenever the "bonus" slots are filled, the item loses 1 point of Reliability/SP every hour. If the Craftsman removes an enhancement, rune, or glyph from a "bonus" slot and fails to beat the DC by at least 3, the item instantly takes 1D6/2 Reliability/SP damage.</p>

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Skill Tree Criminal

Practiced Paranoia (INT): If there is a significant hidden threat in a situation, a Criminal may roll Practiced Paranoia against a DC set by the GM. In addition, the Criminal must also roll a secondary skill appropriate to the situation against the same DC (e.g. Business if being conned, Wilderness Survival for an ambush on the road, Social Etiquette for potentially disastrous social faux pas). If the Criminal succeeds at both checks, they discern the nature of the potential threat. If they succeed at only one, they know that something is wrong, but cannot discern exactly what. If they fail both, they are unaware of the potential threat.

The Thief	The Gang Boss	The Assassin
<p>Case the Area (INT): After observing an area for an hour, the Criminal may roll Case the Area to find potential hiding spots, understand the ebb and flow of traffic and memorize any regular guard patrols. This affects an area of roughly 500x500m. The DC depends on the environment:</p> <p>Hamlet: DC 14 Village: DC 16 Town: DC 18 City: DC 20</p> <p>The GM may modify the DC if the area is particularly busy or on high alert.</p> <p>If the Criminal succeeds, they gain a +2 bonus to any check made to hide in the area (including on Shadow rolls) or to predict movements or plan routes within it. The GM should also provide relevant information the Criminal may be expected to know.</p> <p>The Criminal may also roll Case the Area to identify potential hiding places where a given target would go to ground. A successful roll (DC determined by environment as above) identifies six potential hiding spots. For every 2 points by which the Criminal beats the DC, they may eliminate one potential spot (down to a minimum of three potential spots).</p> <p>If the Criminal has personal knowledge of the target and succeeds in a Human Perception check against the target's Streetwise (or Case the Area +3 or Go to Ground +6), they may eliminate a further potential spot at the GM's discretion. If the target is no longer in the area, the Criminal should be able to deduce this after finding all the spots empty.</p> <p>Shadow (DEX): As part of an attack on an aware target that knows the Criminal is a threat, a Criminal may roll Shadow against Human Perception of the target to gain a bonus of +3 on the attack. This use of Shadow may be attempted once per encounter per target. Targets with the "Feral" quality roll Awareness instead of Human Perception to defend.</p> <p>In any situation in which the Criminal is aware of being perceived by others, they may roll Shadow against the highest Awareness stat amongst the observers, with a penalty of -1 per additional observer. If they succeed, they use a</p>	<p>Weak Spot (EMP): The Criminal may roll Weak Spot against Deceit of a target to identify the basic nature of their greatest psychological weakness as either a person (e.g. a loved one or rival), an item (e.g. a cherished heirloom, wealth, drugs), or an ambition. For every 2 points by which the DC is beaten, the Criminal gains a permanent +1 bonus to Intimidation and Deceit (max +5) against the target and learns one additional substantive piece of information about the weakness (e.g. how far away does the target believe the person/item is, why is the person/ambition/item so important to the character). If the Criminal defeats the target's roll by 10 or more, they learn the precise nature of the weakness (e.g. knowing which person or what item is the weakness and why it is a weakness). If the target's greatest weakness later changes (which should require significant character development), the target is immune to further uses of this skill, but the Criminal retains half of the bonuses to Intimidate/Deceit (rounded up).</p> <p>Marked Man (EMP): The Criminal may mark a target individual publicly (e.g. drawing a symbol on their door or similar) and roll Marked Man (reputation bonuses may apply) against a DC determined by the environment:</p> <p>Hamlet: DC 14 Village: DC 16 Town: DC 18 City: DC 20</p> <p>If the roll succeeds, the target suffers a penalty to all social rolls with all characters in the area as follows:</p>	<p>Careful Aim (DEX): A Criminal that is not perceived as an active threat by a target may spend an action and roll Careful Aim against Dodge/Escape of the target -5 (this is not an active action and the target doesn't actually move). If the roll succeeds, the Criminal gains a bonus to their next attack against this target equal to their ranks in Careful Aim as long as their next attack occurs within a number of rounds equal to their rank in Careful Aim. If the target identifies the Criminal as a threat before the attack can take place, the bonus is halved.</p> <p>If the target can see the Criminal but doesn't realize they are a threat, the GM may allow an opposed Human Perception roll to allow the target to recognize the threat (halving the bonus) in the nick of time.</p> <p>Eye Gouge (DEX): As a special melee attack action, a Criminal may strike at a target's eyes. They roll Eye Gouge as an attack (with a penalty of -3 if the target perceives them as an active threat). If the attack hits, it deals 2D6 damage with no protection from armour and the target is Blinded for a number of rounds equal to the Criminal's ranks in Eye Gouge. If the Criminal rolls a critical hit using this skill, instead of rolling on the critical hit table, the effects (in addition to the</p>

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<p>monetary distraction to hide, crossing their SPD in meters to move out of sight (additional checks on Athletics may be necessary to cross impediments; this may cost STA at the GM's discretion). If they can reach a spot out of sight, they may immediately roll Stealth against the same DC. If they succeed, observers have the impression that the Criminal simply vanished. They are momentarily confused for at least one round, but may draw conclusions about where the Criminal must have disappeared to. If the Criminal succeeds at the Shadow roll, but not the Stealth roll, they move out of sight, but observers know where they have gone. If there is no spot out of line of sight within range, the Criminal cannot roll Shadow.</p>	<p>Target interacting with a character who feels completely safe from the Criminal or is actively fighting them OR feels somewhat safe from the Criminal and has good relations with the target: no penalty</p> <p>Target interacting with a character who feels somewhat safe from the Criminal OR has good relations with the target: -1 per two ranks in Marked Man (minimum -1)</p> <p>Target interacting with a character who feels vulnerable to the Criminal and has no special relationship with the target: -1 per rank in Marked Man</p>	<p>normal stun save and extra damage) are as follows:</p> <p>Simple: the wound Bleeds until stabilized</p> <p>Complex: the wound Bleeds until stabilized; once the Blindness effect ends, the target must roll Endurance against DC 15 every two rounds or be blinded again until stabilized</p> <p>Difficult: the wound Bleeds until stabilized; the Blindness effect lasts until stabilized</p> <p>Deadly: the wound Bleeds and causes Nausea; the target loses an eye and is Blinded; Bleed can be removed by stabilizing the wound; Blinded and Nausea can be removed by treating the wound</p>
<p>Go to Ground (INT): Once per story segment (determined by the GM), the Criminal may roll Go to Ground to find a bolthole they can use. This bolthole remains usable indefinitely unless it is found and destroyed. The roll is modified as follows:</p> <p>Settlement size: Hamlet: -3 Village: +0 Town: +3 City: +6</p> <p>Reputation of Criminal (if applicable): +Reputation</p> <p>Per NPC friend within an hour's travel who has resources available to help: +2</p> <p>Per 20 crowns invested: +1</p> <p>If the roll beats DC 5, the Criminal finds an easily accessible bolthole without any notable guards and with an openly visible access one hour away from the centre of the story with space for them personally. Points by which the Criminal beats the DC may be spent to improve the bolthole:</p> <p>Extra space: 2 points per additional person who can stay; 3 points space for horses for all users</p> <p>Accessibility: 3 points for moderately inaccessible (e.g. having to cross difficult terrain); 6 points for extremely inaccessible (e.g. requires climbing gear or entrance underwater)</p> <p>Visibility of access: 3 points for hard to find (DC 15 to find, DC 10 with instructions); 6 points for very hard to find (DC 20, DC 15 with instructions)</p> <p>Guards: 3 points for weak guards (e.g. 2-4 bandits/Nekkers); 6 points for moderate guards (e.g. 2-4 Scoia'tel or a spectre); 9 points for strong guards (e.g. 2-4 knights or 1 arachas); 6 points to make guards non-hostile to Criminal (e.g. allied gang, somewhat trained monster)</p> <p>Equipment: 2 points for equipped for first aid and medical care; 3 points for basic alchemical equipment; 1 point for simple food and water; 3 points for smithy or craftsman's tools</p>	<p>Rally (WIL): Once per day, a Criminal may invest one hour's time and roll Rally (reputation bonuses may apply) to gather Bandits for a specific job. The base DC is 15, modified as follows:</p> <p>Potential gain for Bandits: No share in spoils or job has no apparent spoils: +3 DC Small expected share in spoils: +0 DC Large expected share in spoils: -3 DC</p> <p>Guaranteed payment: Low (15 crowns/person): +0 DC Medium (25 crowns/person): -3 DC High (50 crowns/person): -6 DC</p> <p>If the Criminal offers neither a share of spoils nor any guaranteed payment, the total DC modifier is +5 and they must make an additional check on Intimidation at the same DC. They may also lie about payment using Deceit instead of actually offering guaranteed payment (DC 14/16/18 Deceit leads to DC modifiers of 0/-3/-6 for the Rally roll).</p> <p>For every two points by which the Criminal beats the DC, they recruit 1 Bandit (stats as in book). If the Criminal recruits more Bandits than they wish to pay, they may send them away or use Deceit as described above. This roll is not necessary if the</p>	<p>Assassin's Strike (DEX): After attacking from ambush or a hiding place, the Criminal may immediately roll Assassin's Strike to hide again. The roll is modified as follows:</p> <p>Visibility: -5 (full sunlight on a clear day) to +5 (complete darkness or fog) Distance: -3 (melee range) to +3 (more than 20m distant) Opportunities to hide in proximity: -6 (flat plain) to +3 (thicket or crowd)</p> <p>The target of the attack may roll Awareness to keep the Criminal in sight. If other witnesses are around, they may also roll Awareness at -3. If they fail the roll, they may not realize who was responsible for the attack or even that an attack took place if it is not obvious for other reasons (e.g. bloody wounds).</p> <p>Note that hiding for the purposes of this skill also includes fading into a crowd (for example by using Deceit and/or Stealth).</p>

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<p>Distance: 3 points for half an hour away from the center of the story; 6 points for a few minutes away from the center of the story</p> <p>To clarify the point "Guards", the base assumption is that the Criminal has figured out a reliable way to sneak into an area that the guards consider their own and stay there without being noticed (e.g. a disused cellar on a noble's estate would be guarded by house guards). Thus, the guards are assumed to be unaware of the bolthole and would likely respond negatively if they found it. The Criminal can spend 6 points as noted above to make the guards tolerant of the Criminal's usage.</p> <p>Use of this skill requires careful coordination with the GM. However, the GM is encouraged to allow it where possible and use it to generate plot hooks rather than forbidding its use outright (e.g. establishing a bolthole in gang territory may lead to dealings with the gang later on).</p>	<p>Criminal used Intimidate to avoid offering payment.</p> <p>The Criminal may elect to keep the Bandits "on standby" rather than using them for a specific job. In this case, the job is considered to have no spoils (+3 DC) and any guaranteed payment must be paid daily.</p> <p>Bandits are not particularly brave and will likely flee if they are badly wounded or from noticeably dangerous situations. Some degree of loss is expected, but a Criminal who sends Bandits to their deaths too often should acquire negative reputation over time.</p>	
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Skill Tree Doctor

Healing Hands (CRA): may be used instead of First Aid. Can stabilize or treat critical wounds (duration: DC-10 rounds)

Simple: DC 12, Complex: DC 14, Difficult: DC 16, Deadly: DC 18

The Surgeon	The Herbalist	The Anatomist
<p>Diagnosis (INT): The Doctor may use this skill as an action to quickly diagnose a target's condition. The base DC is 10, modified as follows:</p> <p>+2 DC per simple critical wound on the target +1 DC per complex critical wound on the target +2 DC if target is below Wound threshold +2 DC if target is poisoned, diseased or has any other natural complication +4 DC if target is suffering from magical or supernatural complication</p> <p>On a failure, the Doctor learns how many untreated, unstabilized critical wounds the target has and how and where to treat them. On a success, the Doctor learns the exact nature of each wound (including their mechanical effects), as well as the target's current HP. If there are any complications that would cause the Doctor penalties in treating the target, the Doctor may reduce these penalties by up to their ranks in Diagnosis. If there are no complications, the Doctor gets +2 on rolls made to treat the target.</p> <p>The Doctor may also use this skill on a living target over a longer period for more precise information. The base DC is 8, modified as follows (the GM should not tell the player the precise DC):</p> <p>+1 DC per critical wound +4 DC if the target is diseased +4 DC if the target is poisoned or sedated +4 DC if the target is under a magical influence that affects their body +4 DC if the target is mutated +4 DC if the target is a humanoid of a race the Doctor is not used to +6 DC if the target is an animal +8 DC if the target is a monster +8 DC if the target is actively hostile and awake (assuming they are restrained)</p> <p>On a failure, the Doctor learns how many critical wounds the target has to which body parts and whether they have been treated, as well as whether the target is suffering from a poison or disease (but not which of the two). On a success, the Doctor gains all the benefits they would have from a fast diagnosis. In addition, they may choose to get information on one of the following topics +1 per three full points by which they beat the DC:</p> <ul style="list-style-type: none"> Current physical conditions affecting the target (e.g. diagnose diseases, poisons, learn about their past development and prognosis) 	<p>Healing Tent (CRA): The Doctor may spend an hour in preparation to roll this skill in order to create an optimal working environment. A success grants +3 to all uses of Healing Hands, First Aid, and any skills from the Surgeon or Herbalist skill tree. For long-term applications of the Diagnosis and Analysis skills (e.g. autopsies), this bonus increases to the number of ranks the Doctor has in Healing Tent (if more than 3). Even on a failure of the roll, working in a Healing Tent area removes any penalty for working in the field. The base DC is based on the surroundings:</p> <p>Town: DC 12 Village: DC 14 Encampment/isolated hut: DC 16 Wilderness: DC 18</p> <p>The DC is modified as follows:</p> <p>Hospitality of the environment: -2 DC (very ordered and clean) to +4 DC (messy, cramped, and dirty)</p> <p>Familiarity of the Doctor with the environment: -2 DC (Doctor's home or place of work; standardized military tent to a veteran) to +2 DC (completely unfamiliar environment)</p> <p>Dangerous environment: +4 DC</p> <p>Per 25 crowns' worth of medical paraphernalia invested (e.g. bandages, creams): -2 DC</p>	<p>Bleeding Wound (INT): When a Doctor attacks with a bladed weapon of any kind in a way that could cause HP damage (i.e., part of a fast attack, a strong attack, a charge etc., but not a disarm attempt), they may elect to try to strike a bleeding wound once per round. The attack is calculated with the lower of the two skill bases for Bleeding Wound and the relevant weapon skill, modified as it would be normally. If the attack hits and does at least 1 point of HP damage (regardless of whether this is from penetrating armour or from a critical hit that otherwise didn't penetrate), the target begins to Bleed. This form of Bleeding inflicts 1 HP damage per round for every 2 points by which the Doctor beat the target's defence and requires a First Aid check that beats the Doctor's attack roll (maximum 20) to remove. Any weapon that already has a chance to inflict Bleed retains its base Bleed chance without modification, but additionally counts as Armour Piercing for this attack. If the weapon's base chance to inflict Bleed is greater than 50%, the weapon additionally counts as both Armor Piercing and Improved Armour Piercing for this attack.</p>

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<ul style="list-style-type: none"> • Special steps needed to treat the target or to improve the likelihood of successful treatment (e.g. specific antitoxins) - the GM may refuse this option or require the Doctor to "spend" multiple pieces of information if the malady is particularly rare or magical • Detailed knowledge of the medical past of the target, including chronic diseases and old wounds • Detailed knowledge of the target's anatomy, including any abnormalities (e.g. mutations either natural or magical, chimerae) • Detailed knowledge of the target's natural weapons, immunities and resistances (e.g. knowledge of ghoul toxins) - the GM may grant permanent bonuses (suggested: +2) on Education/Monster Lore roles concerning beings similar to the target at their discretion • Presence of supernatural influences on bodily functions as well as basic information about what they are doing <p>Conclusions drawn by the Doctor may enable the Doctor or other characters to roll on other skills to draw further conclusions. The results of such additional rolls cannot be higher than the Doctor's result on diagnosis. For example, a Doctor might be able to provide sufficiently detailed descriptions of wounds to allow them to be identified as Nekker claws (Monster Lore), as ritual wounds associated with a street gang (Streetwise), or as being caused by an axe of Skelliger design (Crafting).</p>		
<p>Analysis (INT): The Doctor may use this skill as an action to improve their efficiency in treating a target. The base DC is equal to the Healing Hands DC of the worst critical wound the target is suffering from, +2 for each additional critical wound. On a success, the Doctor may treat all critical wounds the target is suffering from faster; they take one round less to treat per 2 points by which the DC was beaten (minimum 1).</p> <p>In addition, the Doctor may roll Analysis to perform an autopsy on a corpse and draw forensic conclusions. The base DC for corpses in good condition is 10, modified as follows (the GM should not tell the player the precise DC):</p> <ul style="list-style-type: none"> +4/6/8 DC for corpses in moderate/bad/terrible condition +2 DC per critical wound or major instance of damage done to the corpse +2 DC per disease the corpse was suffering from +2 DC per poison the corpse was suffering from +4 DC if the corpse was subjected to supernatural influences +4 DC if the corpse is a humanoid monster +8 DC if the body is nonhumanoid (e.g. cats, wolves) +12 DC if the corpse is a nonhumanoid monster 	<p>General Practitioner (INT): A Doctor can use this skill to simulate the effect of any healing item (e.g. bandages, base powder) by rolling against the crafting DC of the item. The Doctor need not actually create the item; they simply apply an effective treatment that has the same effect.</p> <p>The Doctor may also roll General Practitioner to remove the conditions Poisoned, Bleed, Intoxication, Hallucination, Nausea, Suffocation or Blinded, as well as the effects of alchemical mixtures and drugs such as Fisstech or Pantagran's elixir, as long as this seems plausibly treatable (e.g. a Doctor couldn't remove Blinding caused by a lack of eyes, but could treat it if it came from a surprising flash; a Doctor might not be able to completely treat Fisstech if the target literally just took a large dose). The base DC is 15, the crafting DC of the alchemical</p>	<p>Practical Carnage (INT): When a Doctor attacks in a way that could cause HP damage (i.e., part of a fast attack, a strong attack, a charge etc.), they may elect to strike a vulnerable spot. The attack is calculated with the lower of the two skill values for Practical Carnage and the relevant weapon skill, modified as it would be normally. If the attack hits, it causes the target to suffer Nausea, regardless of whether it does any damage that penetrates. The Doctor may elect to cause Suffocation instead, but this applies a -3 penalty to the attack roll and must be declared before the attack is rolled. The conditions may be removed with a successful check on Endurance or First Aid against a DC equal to the Doctor's attack roll (maximum 20).</p> <p>In addition, whenever the Doctor applies a blade oil to a weapon, the blade oil's damage bonus against vulnerable enemies is</p>

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<p>+2 DC if circumstances might actively mislead conclusions (e.g. a corpse thrown into a river after being strangled) +4 DC if working in the field</p> <p>On a success, the Doctor can establish the cause and time of death (generally to within around six hours, depending on the age of the corpse and the Doctor's result). They can isolate any foreign substances (without necessarily knowing what they are) and differentiate between effects that occurred pre- and post-mortem. They can name the basic type of weapon responsible for any wounds (e.g. large blade, heavy blunt object, claws, teeth), which may lead to more precise information with additional rolls from the Doctor or other characters (e.g. on Crafting or Monster Lore). The Doctor may also be able to draw rough conclusions about the corpse's pre-mortem behaviours (such as what they ate, whether they engaged in strenuous activity, defensive wounds etc.) subject to GM approval. The Doctor can also establish the presence of any physical supernatural influence exerted on the corpse, but may not be able to interpret what it did. In general, the Doctor or other characters with whom they share their results may be able to roll additional skill checks to draw conclusions (as described under Diagnosis).</p> <p>Finally, the Doctor may examine the scene of a murder or fight to draw conclusions about what happened. The DC is 16 for an untouched scene, modified by the age of the scene and any contamination. On a success, the Doctor can at least partially reconstruct the movements of the individuals involved and establish whether there was violence and if so, whether it was one-sided.</p>	<p>mixture, or the DC of the spell or effect that originally caused the condition, as appropriate. Note that particularly virulent or insidious afflictions (such as addiction) may only be removed temporarily by this skill - a Doctor might be able to prevent the victim of an insidious poison from dying by constant treatment, but it may take more specific measures to actually purge the poison from the patient at the GM's discretion. This skill may either be used as an action (e.g., in combat), in which case the condition returns after a number of rounds equal to the Doctor's ranks in General Practitioner and lasts the rest of its duration (discounting the rounds it was removed, as if it had been "paused"), or as a longer consultation (duration set by the GM), in which case simple conditions are removed completely and palliative measures against more virulent conditions last for a full day.</p>	<p>increased by 1 per two ranks of the Doctor in Practical Carnage.</p>
<p>Effective Surgery (CRA): Before treating a critical wound, the Doctor may roll this skill against the treatment DC. The wound heals 1 day faster per 2 points by which the DC is beaten (minimum 1). The healing time can go no lower than half its usual rate due to this.</p> <p>If the Doctor is treating a patient over a longer period, they may roll Effective Surgery against a DC of 15 to double the effective HP recovery of the patient. This is calculated before the effect of using Healing Hands to increase HP recovery by 3.</p> <p>At the GM's discretion, Effective Surgery may be rolled to attempt near-impossible treatments (e.g. reattaching severed limbs that have been kept preserved, reverting mutations over a long period) or to diagnose extremely rare conditions (e.g. unique curses, rare or particularly virulent diseases) and provide at least some hint of how to treat them. The DC for these uses of the skill should be calculated individually. The GM is advised to err on the side of higher DCs due to the existence of the Healing Tent skill and potential bonuses from the diagnosis skill.</p>	<p>Herbal Remedy (CRA): As described in the book (p.65), with the following additions: If a character ingests a Herbal Remedy while another one is still active, they must roll an Endurance check at DC 10 + 3 per already active remedy. On a failure, the newly ingested remedy has no effect and the character is afflicted with Nausea for a full minute (20 rounds), with a new Endurance check allowed every five rounds to remove the condition early. If the character fumbles on this roll, they are Poisoned instead of Nauseous.</p> <p>If a character ingests the same remedy twice within a period of 48 hours, each repetition counts as an active remedy as described above and resets the "clock" for that particular remedy. For example, if a character takes the +3 REF remedy once and then once again 24 hours later, they must roll against DC 13. If they take the same remedy again 32 hours later, they must roll against DC 16 - even though the first ingestion was over 48 hours before, it still counts because of the "relapse" in between.</p>	<p>Crippling Wound (INT): When a Doctor attacks in a way that could cause HP damage (i.e., part of a fast attack, a strong attack, a charge etc.), they may elect to strike a critical spot. The attack is calculated with the lower of the two skill values for Crippling Wound and the relevant weapon skill, modified as it would be normally. If the attack hits and does at least 1 point of HP damage (regardless of whether this is from penetrating armour or from a critical hit that otherwise didn't penetrate), the target takes a penalty to REF, BOD or SPD (Doctor's choice) of -1 per 3 points by which the Doctor beat the target's defence (minimum -1). For the purposes of healing, this is treated as a difficult critical wound for which the penalty is halved if the wound is stabilized and quartered if it is treated (minimum penalty always -1). The DC to stabilize/treat the wound is equal to the Doctor's attack roll (maximum 20).</p>

Skill Tree Mage

Magical Training (INT): May be rolled to identify active spells or magical phenomena, or answer questions of magical theory. May be rolled instead of Awareness to notice such things in the environment (including monsters with active magical abilities).

The Politician	The Scientist	The Arch Mage
<p> Scheming (INT): The Mage may roll Scheming against Social Etiquette of the target after spending at least one hour observing them in a social environment. On a success, the Mage gains +3 on Deceit, Seduction, and further Scheming rolls against the target for a number of days equal to their ranks in Scheming. </p> <p> Alternatively, the Mage may use this skill to trick two targets into an altercation in a social setting. To do this, the Mage must roll Scheming against both targets' Social Etiquette or Human Perception (defender's choice) within one hour of one another. If the Mage succeeds at both rolls, the altercation takes place in a manner appropriate to the targets without any suspicion falling on the Mage. If the Mage succeeds at only one roll, the altercation doesn't take place, but no suspicion falls on the Mage. If the Mage fails both rolls, one or both targets may be suspicious of them. If the targets have a pre-existing non-hostile relationship, they gain +5 on their defence rolls. If they are friends or otherwise close, this bonus increases to +10. </p> <p> Finally, the Mage may roll Scheming as a defence in Verbal Combat if at least one other character beyond the attacker is involved in the Verbal Combat. On a success, the verbal attack targets another character instead, who must defend as normal. If the new target is an ally of the attacker, the Mage takes a -3 penalty to the roll. </p>	<p> Reverse Engineer (INT): A Mage may roll Reverse Engineer to identify alchemical substances or understand alchemical phenomena. </p> <p> In addition, a Mage may analyse potions, spells they observe being cast (requires being able to see and hear the caster), or unique magical effects with this skill. To do so, they roll Reverse Engineer against the Alchemy DC (for potions, additional +3 modifier if a Craftsman has applied Adaptation), 10 + half of the STA cost (for spells), or a DC set by the GM (for other magical effects). If they attempt to use this skill to observe spells or magical effects while under extreme stress (such as during combat), they suffer a penalty of -5 to the roll (reverse engineering potions during combat is impossible). The results depend on the degree of success: </p> <p> Potions: Any attempt destroys the potion regardless of success or failure. Beats DC by less than 3: Mage identifies alchemical base recipe (but not how to make the substance) and basic effects Beats DC by less than 6: Mage identifies alchemical base recipe, knows how to make the substance in its basic form and knows its detailed effects Beats DC by 6 or more: Mage identifies alchemical base recipe, knows how to make the substance and its effects, and may copy special attributes (e.g. from Adaptation, Distillation, or Suspended Solution) if desired (only the specific effect in the sample potion). At this level, a Mage may also copy Herbal Remedies or other unique class abilities at the GM's discretion. </p> <p> Spells: Beats DC by less than 3: Mage identifies element of spell and detailed effects Beats DC by less than 6: All prior effects and Mage identifies whether it was cast using a Focus, and what magical tradition the caster adhered to (e.g. Ban Ard, Nilfgaardian mage school, priest) Beats DC by less than 9: All prior effects and Mage may choose to learn the spell using IP when they have time Beats DC by 9 or more: All prior effects and Mage gains 1D6/2 free IP towards learning the spell (minimum 1); this effect can only occur once per spell </p> <p> Magical effects: GM provides detailed information. This skill may analyse magical effects outside of the Mage's normal expertise, as well as unique monster abilities. The GM should flexibly adapt the amount of information this skill can give on curses, </p>	<p> In Touch: The Vigour of the Mage increases by 2 per rank in In Touch. </p>

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	religious/spiritual phenomena, and monsters if there are Priests or Witches in the group; specialized characters should be allowed to shine.	
<p>Find Breach (INT): After investing an appropriate amount of time (usually between a day and week at the GM's discretion) observing a target organisation, a Mage may roll Find Breach along with an appropriate secondary skill (see below) to discover a human weak spot in the organisation, for example a person vulnerable to blackmail or bribery. The Mage must have access to information about the organisation or be able to interact with members. The Mage does not learn the exact vulnerability of the human weak spot unless they beat the DC by 5 or more. The base DC is 10, modified as follows:</p> <p>Size of the organisation: Local (5-20 members): -5 DC Small (20-50 members): +0 DC Medium (50-300 members): +5 DC Larger: +10 DC</p> <p>Public nature of the organisation: Completely secret, anonymous members: +15 DC Completely secret: +10 DC Mostly secret (e.g. mystery cult): +6 DC Only partially publicly accessible: +3 DC Publicly accessible: +0 DC</p> <p>Cohesion of the organisation: Very loyal: +5 DC Familiar: +0 DC Impersonal: -5 DC Large numbers of members never interact with each other: -10 DC</p> <p>Mage has no (knowing) direct interaction with members: +5 DC</p> <p>The human weak spot will generally be on the lowest level of the organization, or possibly an outsider with some access (e.g. a servant). If the Mage wishes to target a higher level of the organisation, they can take a penalty of -4 to target a moderately influential member or -8 to target a highly influential member.</p> <p>The secondary skill rolled should reflect the nature of the organisation and is rolled against the DC of Find Breach-5. Examples: Education (University, circle of scholars) Business (merchant league) Deduction (mystery cult, secret organisation) Streetwise (criminal gang) Social Etiquette (circle of nobles) Wilderness Survival (band of hunters) Performance (theatre troupe) Crafting (guild)</p> <p>The GM is advised to use difficult skills like Crafting as secondary skills sparingly, as the investment for beating a DC is much higher.</p>	<p>Distillation (CRA): Distillation may be rolled instead of Alchemy to create alchemical substances [and costs less to learn]. A Mage may choose to increase any one numeric parameter of the resulting substance by 50% (except bonuses to base statistics such as REF or WIL). For example, a Mage may increase the duration, DC to resist, or damage of a substance. Base statistics bonuses may instead be increased by a maximum of +1. To increase a numeric parameter in this way, the Mage must roll with a -3 modifier. If the resulting substance is a potion with a Toxicity value, the Toxicity is increased by 25%. If it is a potion with beneficial effects, the imbiber must roll Endurance against the potion's crafting DC -3 when the effect wears off or be Nauseated for one hour (or Poisoned on a fumble). If it is a poison or other substance with offensive use, the user must roll below their DEX when using it or suffer the effect of the substance at half strength (half strength applies only to the parameter the Mage increased).</p>	<p>Immutable (WIL): When a Mage would be affected by dimeritium, they may roll Immutable (DC 12 for proximity, DC 16 if in physical contact through clothing, DC 20 if in physical contact on bare skin). If they succeed, the penalties from dimeritium are halved. If they are in physical contact, they need not roll Endurance to resist its effects. However, new Immutable rolls are required every half-hour if contact is sustained, with a failure calling for an immediate Endurance roll. At the GM's discretion, large amounts or unusually pure dimeritium may modify or disallow this roll, or shorten the interval before a new check is required.</p> <p>A Mage may also reduce situational penalties on Spell Casting and Hex Weaving by up to half their ranks in Immutable (minimum 1).</p> <p>If a Mage attempts to cast a spell without using gestures or words, the penalties are reduced by their rank in Immutable.</p> <p>See house rules for Spell Casting without gestures or words below.</p>
<p>Assets (INT): Once per story section (GM's discretion), the Mage may roll Assets to find an</p>	<p>Mutate (INT): After investing a full day of experiments, the Mage may spend their entire STA pool to roll Mutate (DC = 28 – [BOD + WIL of target]/2) in order to</p>	<p>Expanded Magic (WIL): The Mage may attempt to use multiple Foci at once when casting a spell</p>

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<p>asset in the area who will help them out. The base DC is 5, modified as follows:</p> <p>Settlement size: Hamlet: DC +10 Village: DC +5 Town: DC +0 City: DC -5</p> <p>Influence of the asset: No influence: +0 DC Some local influence: +5 DC Much local/some regional influence: +10 DC Much regional influence: +15 DC</p> <p>Loyalty: Blackmailed: +0 DC Indebted: +3 DC Friendly: +6 DC Infatuated: +9 DC Enspelled: +12 DC</p> <p>Combat skills (in line with any special status; an asset with no status is a thug, a courtesan might be skilled with knives and poison, a mage has spells): None: +0 DC Weak (+10 Attack/ Defence, cheap equipment): +5 DC Medium (+13 Attack/ Defence, moderate equipment): +10 DC Strong (+16 Attack/ Defence, good equipment): +15 DC</p> <p>The asset may have special status, which increases the DC and requires a second roll on an appropriate secondary skill (DC as asset -10):</p> <p>Asset's special status: Artist: +8 DC, Fine Arts Bar- or innkeep: +8 DC, Human Perception Scholar: +8 DC, Education Courtesan: +10 DC, Seduction Alchemist: +10 DC, Alchemy Banker: +10 DC, Business Military: +10 DC, Tactics Mage: +12 DC, Magical Training</p> <p>If the Mage fails their roll, a repeat may be allowed within the same story section at the GM's discretion. The GM is advised not to allow rerolls for assets that are</p>	<p>mutate the target with a specific mutagen. On a success, the target gains the effect of the mutagen and the appropriate minor mutation. On a failure, the subject immediately falls to -15 HP. They also gain the appropriate greater mutation effect.</p> <p>The Mage may also sacrifice monster body parts or mutagens to improve their spells and hexes. To do so, they must roll Mutate when casting a spell (DC = STA cost of the spell). On a success, the Mage may elect to either:</p> <ul style="list-style-type: none"> • Cast the spell as though its STA cost were reduced by 3 (5 if a mutagen was used); this usage stacks with any Focus • Cast the spell with an effective bonus of +2 to the final roll (+5 if a mutagen was used) <p>The Mage may also use monster body parts or mutagens in place of ritual components. Body parts may substitute for any component up to their equivalent value in crowns; mutagens may substitute for any component. To do so, they make a Mutate roll when casting the ritual (DC = Ritual DC +3 for every component being substituted after the first and +3 if a mutagen is being used).</p> <p>The Mage may also sacrifice monster body parts or mutagens to improve their resistance to magical attacks. If the Mage is aware of an incoming magical attack and chooses to defend using either a Resist Magic roll or a counterspell or similar countermagic, they may use this option to gain a +3 bonus on the relevant check (+5 if they sacrificed a mutagen).</p> <p>If the Mage rolls a 1 on any check during an action in which they are using Mutate to improve their skills, the roll counts as a magical fumble and the subsequent roll to determine the fumble value is treated as 4 higher (i.e., the fumble gets worse than it otherwise would).</p> <p>The Mage may roll Mutate against the Alchemy DC of a potion they are brewing to add the effect of a decoction to it as long as there is at least one monster body part included in the potion as a component. The duration of the potion's effect does not change. If they do this, the Toxicity of the potion increases by 25%. If it had no Toxicity value beforehand, it now has one of 25% and counts as a Witcher potion.</p> <p>Finally, when ingesting Witcher potions, the Mage may roll Mutate instead of Endurance to avoid being Poisoned.</p> <p>The GM is advised to remove or weaken some of the options for using monster parts if their campaign is very monster-heavy or if monster parts are easy to come by. Alternatively (or in addition), the GM may require that monster parts used for magical purposes must fit the element of the spell (e.g. drowners or sirens for water spells, griffins for air spells, vampires for mixed</p>	<p>or ritual. To do so, they must roll Expanded Magic against a DC of 12 + the total Focus value of the Foci. If one of the Foci is a Great Focus, it provides its bonus, but increases the DC by a further 3. If the roll fails, the Spell is cast without any Focus applying.</p> <p>Alternatively, a Mage may attempt to cast multiple spells at the same time with this skill. To do so, the Mage must roll Expanded Magic against a DC of the total STA cost of the spells they wish to cast +3 (minimum DC 15). Each additional spell after the second applies a -3 modifier to this check. If they succeed, they roll one Spell Casting roll which counts for all the spells cast and pay STA equal to the total of the spells' cost +3 (if the Mage is using a Focus, it applies only once). If the Mage rolls a 1 on either check, the roll counts as a magical fumble and the subsequent roll to determine the fumble value is treated as 5 higher (i.e., the fumble gets worse than it otherwise would).</p> <p>A Mage may not use Expanded Magic on Hexes, nor may they use Expanded Magic to use multiple Foci and combine spells at the same time.</p>
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too similar to that sought in the failed roll.	element spells etc.). If the GM plans to weaken this skill, it is important to discuss this with Mage players beforehand. If the players show a lot of interest in this system, the GM is advised to assign unique magical uses to specific rare body parts in order to motivate adventures in which the players hunt monsters (for example, allowing the use of a Bullvorn horn in a healing spell to restore a lost limb).	
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Skill Tree Man-at-Arms

Tough as Nails (BOD): A Man-at-Arms who takes a critical wound may roll Tough as Nails to treat the wound as though it were stabilized for 5 rounds (this does not negate the need for a First Aid check to permanently stabilize the wound). After 5 rounds have passed, the Man-at-Arms may roll again to continue treating the wound as stabilized until they either fail any Tough as Nails check to avoid penalties from damage, the combat ends, or the wound is stabilized by a First Aid check. The DC depends on the severity of the wound:

Simple: DC 12, Complex: DC 14, Difficult: DC 16, Deadly: DC 18

If the Man-at-Arms falls below their Wound threshold, they may roll Tough as Nails against DC 10 in order to take no penalties from the Wound Threshold. Every time the Man-at-Arms takes HP damage while below their Wound threshold, they must repeat the roll to avoid taking the penalties until they either fail or their HP rise above the Wound threshold. Failing this check also forces the Man-at-Arms to stop treating critical wounds as stabilized if they were using Tough as Nails to do so.

In addition, if the Man-at-Arms falls below 0 HP, they may roll Tough as Nails in order to continue fighting without penalties from the Dying state and not have to roll death saves (DC = amount of negative HP, minimum 10). If they are suffering from Wound threshold penalties, this roll removes them on a success. While the Man-at-Arms remains below 0 HP, further damage forces additional Tough as Nails checks to avoid taking all the accumulated penalties at once.

Finally, if the Man-at-Arms begins their round Stunned for any reason, they may roll Tough as Nails against DC 20 at the start of their turn. If this roll succeeds, the Man-at-Arms is no longer Stunned and may act normally on their turn. If it fails, the Man-at-Arms may roll a Stun Save to remove Stunned during their turn as normal. Any modifier that would apply to the Stun save to remove Stunned is tripled for the Tough as Nails check.

The Marksman	The Bounty Hunter	The Reaver
<p>Extreme Range: When making a ranged attack, the Man-at-Arms may reduce penalties for range by half their number of ranks in Extreme Range. The Man-at-Arms may also fire at targets up to twice normal range (base penalty for up to 150% range: -12, base penalty for up to double range: -15; these penalties are reduced by skill ranks in Extreme Range as normal).</p> <p>When a Man-at-Arms with at least one rank in Extreme Range uses a round to Aim, they may reduce any applicable range penalties by 1 in addition to the normal bonus of +1 from aiming. This effect can stack up to three times as normal for Aiming. If the Man-at-Arms has at least 6 ranks in Extreme Range, they may reduce range penalties by 2 instead of 1 for every round spent aiming.</p> <p>Example: A Man-at-Arms with Extreme Range 4 shoots at a target at 150% maximum range. The base penalty is reduced from -12 to -10. If the Man-at-Arms Aims for one round, they reduce range penalties by 1 and gain +1, leading to a net modifier of -8. After three rounds</p>	<p>Bloodhound: When tracking, a Man-at-Arms adds their ranks in Bloodhound to their roll as a bonus.</p> <p>If a Man-at-Arms knows a target well enough to “get into their mindset” (e.g. from past personal meetings, multiple detailed witness statements and/or deep knowledge of the target’s background) and has spent at least one full day hunting the target, they may add their ranks in Bloodhound to Human Perception, Deduction, Deceit, Intimidate and (halved) Tactics when rolling these skills against the target or to predict the target’s actions while they continue hunting them. They may also add their ranks in Bloodhound to Endurance rolls made to resist exhaustion while following the target. If the Man-at-Arms has only partial knowledge of the target (e.g. only one personal meeting, only few witness statements and/or superficial knowledge of the target’s background), these bonuses are halved. Monsters may also be treated as targets for the purposes of Bloodhound if the Man-at-Arms (or another character who can brief the Man-at-Arms in detail) succeeds at a Monster Lore roll to identify the monster. In this</p>	<p>Fury (WIL): The Man-at-Arms may roll Fury against the highest Intimidate value present among hostile characters in an encounter to enter a berserk state. They must decide to do this at the beginning of their turn, but require no action to do so. If they fail, they may retry next round. If they fumble, they may not retry this check for the remainder of the encounter. If they succeed, they are immune to fear, intimidation, Verbal Combat and magic affecting their thoughts or emotions for a number of rounds equal to their skill ranks in Fury times two. They gain a bonus of 1D6 damage to their melee attacks (minimum 1D6) and 1 point of natural SP on all bodily zones which cannot be ablated (minimum 1) per 2 ranks in fury.</p> <p>If the Man-at-Arms is in the Fury state at the beginning of their turn and only has characters they do not wish to attack in melee range, they must succeed at a Resist Coercion roll at DC 15 or spend their action making a single attack against a randomly determined character in range (after which they may move normally).</p>

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<p>Aiming, the penalty is thus reduced to its minimum of -4. If the Man-at-Arms had Extreme Range 6 for the same shot, the base penalty would be -9, reduced to a net -6 after one round Aiming and to -1 after three rounds Aiming.</p>	<p>case, the Man-at-Arms is never considered to have more than partial knowledge (bonuses are halved).</p>	<p>A Man-at-Arms in Fury may roll Fury against DC 15 at the end of their turn to end the Fury early. This does not cost an action.</p> <p>Once a Man-at-Arms has successfully entered Fury during an encounter, they may not try to enter Fury again until that encounter is finished.</p>
<p>Twin Shot (DEX): When making a ranged fast attack, the Man-at-Arms may make an additional attack. If they do this, both attacks are rolled at the lower of the two bonuses for the relevant weapon skill and Twin Shot. Only one of the two attacks may be aimed at a body part and only this attack is subject to the penalty for aimed strike, as well as to any bonuses from Aiming as an action prior to shooting. The defender defends against each attack separately. If the Man-at-Arms rolls a 1 on either attack, this is treated as a ranged fumble and the subsequent roll to determine the fumble value is treated as 4 higher.</p>	<p>Booby Trap (DEX): As core with the following changes: Disarming, tripping, wounding, and stunning traps attack anyone who trips them with a base bonus equal to the Man-at-Arms' Booby Trap score (generally with the +5 bonus for ambush if they were not noticed beforehand). If they beat the target's defence, they trigger their effect and cause damage as follows:</p> <p>Disarming: 1D6 STA to an arm Tripping: 1D6 HP to torso Wounding: 1D6 HP to random body part Stunning: 1D6 STA to torso</p> <p>Booby traps can cause critical wounds. Building booby traps generally requires only a small amount of materials, such as a unit of thread or similarly basic materials.</p> <p>A Man-at-Arms may also roll Booby Trap instead of Trap Crafting for any use (e.g. building "normal" traps) at a penalty of -3.</p> <p>Finally, with regard to any target for which the criteria outlined under Bloodhound are fulfilled, a Man-at-Arms may add their skill rank in Booby Trap to Awareness and Resist Coercion checks. The same criteria as Bloodhound apply for applying the full bonus vs. half of the bonus.</p>	<p>Zweihand (BOD): A Man-at-Arms may spend 5 STA to make a single melee attack using Zweihand at -3 as an action. Before rolling the attack, the Man-at-Arms must choose one of the following effects in case they hit:</p> <p>Damage is tripled before subtracting SP Damage is doubled before subtracting SP and the attack counts as Armor Piercing and Improved Armor Piercing Attack forces a Stun save at -2</p>
<p>Pin Point Aim (DEX): If the Man-at-Arms causes a critical wound with a ranged attack, they may immediately roll Pin Point Aim opposed against Dodge/Escapes of the target. If the Man-at-Arms beats the defender by 7 or more, they may adjust the severity of the critical wound by one step in either direction (e.g. from Simple to Complex or from Simple to no critical wound). If the Man-at-Arms completely negates the critical wound in this way, the target must roll a Stun save at -3. If the Man-at-Arms fumbles on this roll, the critical hit is negated without requiring the target to roll a Stun save.</p>	<p>Tactical Awareness (INT): If a Man-at-Arms spends their movement during their turn analysing the situation instead of moving, they may roll Tactical Awareness opposed against the highest Tactics value among the enemy combatants. If they beat the defender, the Man-at-Arms receives a bonus of +3 to attacks and defences against all enemies in their field of vision of whom they are aware. The GM is advised to give the player some idea of what the opponents' goals in the conflict and immediate tactics are likely to be. The bonus lasts for one round per 2 ranks in Tactical Awareness.</p> <p>If multiple unallied enemy groups are on the field, each group rolls its defence separately. The Man-at-Arms gains the bonus only against groups whose defence they beat.</p> <p>Alternatively, a Man-at-Arms may spend an action to make a Tactical Awareness roll opposed against an individual enemy combatant's Deceit or Tactics (defender's choice; targets with the Feral quality may use Stealth instead). If they beat the target's defence, they may grant one ally in communication range a bonus of +3 to any one attack or defence roll against the target at any time within a number of rounds equal to their ranks in Tactical Awareness.</p>	<p>Shrug It Off (BOD): When the Man-at-Arms suffers a critical wound from an opponent, they may spend 5 STA immediately to roll Shrug It Off against the opponent's attack roll -10. If they succeed, for every 3 points by which they beat the DC, they may reduce the severity of the critical wound by one level (minimum one). If the critical wound is reduced below Simple, it is negated entirely and the opponent causes damage as though they had beaten the Man-at-Arms defence by less than 7. For clarity, this also prevents the Man-at-Arms from having to roll a Stun save.</p>

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	<p>The Man-at-Arms may “store” only one such bonus at a time.</p>	
	<p>The Man-at-Arms may roll Tactical Awareness instead of Tactics.</p>	

Skill Tree Merchant

Well-Travelled (INT): The Merchant may roll to learn/recall information about regions, cultures, or items. The base DC is 10, modified as follows:

Ease of access to information about target:

Information is available to *everyone*: -5 DC

Information is available to people who pay attention: +0 DC

Information is available in principle, but needs specialized knowledge of the subject: +5 DC

Information is being suppressed or otherwise limited in availability: +10 DC

Relevance of information for Merchant:

Information is important to prevent extremely negative consequences for Merchant in day-to-day life (e.g. important laws, absolute cultural taboos): -5 DC

Information is often relevant for Merchant in day-to-day life (e.g. specialized laws governing trade, details on wares the merchant often trades in): +0 DC

Information is irrelevant for Merchant in day-to-day life (e.g. specialized military law, details on wares the Merchant has never dealt in): +5 DC

Breadth of application of information:

Information is of regional importance (e.g. Coat-of-arms of important nobles): -5 DC

Information is of local relevance (e.g. Mayor's name in small towns): +0 DC

Information is relevant only to a village community or specific town quarter (e.g. best local pig farmer): +5 DC

Information is relevant only to a highly specialized group (e.g. name of a small hamlet, insignia of a craftsman of no real name): +10 DC

The Broker	The Contact	The Havekar
Options (INT): The Merchant may roll Options to find an item that is legally tradeable and not unique at below market price. The Merchant's Reputation may apply as a modifier to this roll if relevant. The base DC is 10, modified as follows:	Rookery (EMP): The Merchant can find street children, beggars or transients and ask them about local conditions. Each check takes half an hour. The base DC is 10, modified as follows:	Good Relations (EMP): When the Merchant first meets characters who would otherwise hold a negative opinion of them due to their Reputation or societal status (e.g. tolerated nonhumans), they may roll Good Relations against the Human Perception of the target. If they succeed, they may ignore the negative effects of their reputation or societal status until they do something in the presence of the target that would confirm this negative reputation or stereotype. The Merchant may also attempt to remove penalties of this kind for other characters who they are travelling with (at a penalty of -3). Fumbles on this check may lead to very unpleasant social situations, as the target is likely to feel betrayed.
Availability of the item: Everywhere: +0 DC Common: +5 DC Poor: +10 DC Rare: +15 DC	Size of the settlement: Hamlet: +10 DC Village: +5 DC Town: +0 DC City: -5 DC	
Size of the settlement: Hamlet: +10 DC Village: +5 DC Town: +0 DC City: -5 DC	For each point by which the Merchant beats the DC, one informant may be found. Informants may be used for 1 crown per informant in one of the following ways: Squeeze for information: each informant used for this adds +1 to a roll on Streetwise (or another appropriate knowledge skill at the GM's discretion) Messenger: the informants carry messages between individuals or specified locations for the next hour. Each informant spent can carry one message. Two informants with the same message can focus on speed (twice as fast) or remaining unnoticed (Stealth +10). Four informants can carry a single message fast and stealthily. At the GM's discretion, an active criminal scene in the settlement may increase the base Stealth value. Lookout: Informants observe a specified location (Awareness +10, +2 per additional	The Merchant may also roll Good Relations instead of Deceit, Persuasion, or Charisma in situations in which they are trying
Local savvy of the Merchant: Familiar environment (has traded here often): -4 DC Known environment (has traded here sometimes): +0 DC		

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<p>Unknown environment (has never traded here before): +4 DC</p> <p>Language barrier or strong cultural differences: +4 DC</p> <p>For each point by which the Merchant beats the DC, the price of the item is reduced by 10% (maximum 50%).</p> <p>At the GM's discretion, the Merchant may also use this skill to find unusual versions of items (e.g. armour with enhancements, items with bonuses from Master Crafting or Superb Crafting, etc.).</p> <p>If the players are searching for a particularly rare item (for plot reasons or because a player wants to buy a rare enhanced item), the GM is encouraged to use Options to set up encounters that can drop hints as to where such an item might be found in service of an adventure.</p>	<p>informant) and give an obvious signal if they see something they're supposed to look out for (e.g. guards). Spending two additional informants (without increasing Awareness) allows the signal to be more subtle, usually noticeable only to the Merchant. Informants will watch an area for up to 15 minutes for one crown each and can be paid for longer. If the situation is likely to be mundanely dangerous (e.g. guards getting involved), the price is 3 crowns each per 15 minutes. If the situation is likely to be unusually dangerous (e.g. monsters), the price is 5 crowns each per 15 minutes. Some situations may be more expensive or outright impossible at the GM's discretion. If a situation turns hairy in a way the informants were not told to expect, they may flee without giving any signal.</p> <p>Other uses of informants may be possible depending on the situation. Informants found using Rookery never have any special skills and are normally not prepared to work for the Merchant in any long-term capacity.</p> <p>The GM is encouraged to play up the potential for getting additional information from individual informants in roleplaying encounters that involve the whole group's skills or to use them to nudge players stuck in an adventure if there is a Merchant they have established some rapport with.</p>	<p>to counter bad opinions of themselves (e.g. justifying past bad deeds, as a defence against a Bard's Poison the Well).</p>
<p>Hard Bargain (EMP): The Merchant may sell cheap tat for inflated prices. This skill can be used in the same way as Options, except that instead of a reduction in buying price, the selling price can be increased from the base 50% market value to up to 150% market value. Unlike normal selling, the Merchant need not find a specific buyer. Instead, for any item(s) whose market value is 100 crowns or less, the Merchant rolls Hard Bargain against a base DC of 15, modified as follows:</p> <p>Size of the settlement: Hamlet: -5 DC Village: +0 DC Town: +5 DC City: +10 DC</p> <p>Local savvy of the Merchant, Reputation, and modifiers for cultural/language barriers apply as with Options.</p> <p>The Merchant may also use Hard Bargain to appear generous or present somebody else in a generous light. Applied to a community, the Merchant rolls Hard Bargain as above and invests 100 crowns (extra investment adds +2 to the roll per 50 crowns invested). A success grants the Merchant a positive Reputation as an honest trader at a level of 1 point per 2 points by which they beat the DC, minimum 1, maximum 5. This Reputation lasts for 1D6+1 weeks</p>	<p>Insider (INT): The Merchant may recruit an appropriate NPC for a specific, narrowly defined (noncombat) task. The Merchant spends 10 crowns and makes an Insider roll modified as follows:</p> <p>Size of the settlement: Hamlet: -10 Village: -5 Town: +0 City: +5</p> <p>If the Merchant beats DC 15, they find an individual willing and able to help. This person has +10 on two skills of the Merchant's choice (+7 for difficult skills; no Defining skills or skill tree skills) and +7 (+4 for difficult skills) on most other skills. This individual is not willing to brave any danger by default (e.g. will not risk getting beaten up), will help for a maximum of one day and will freely tell other people about what they did for the Merchant. The Merchant may spend points by which they beat the DC to improve the individual:</p> <p>Skills: Generalist (9 points): individual has 4 additional skills at +10 (+7 for difficult skills) Specialist (3 points, can be bought multiple times): individual improves one skill by +3 (+2 for difficult skills), may not go above +16 (+13) in any one skill</p> <p>Risk-taking: Low (3 points): individual is prepared to risk own reputation somewhat (e.g. for trivial offences)</p>	<p>Fence (INT): The Merchant can find a buyer for stolen or dubious wares. A Fence roll takes a certain amount of time at the GM's discretion, generally between one and four hours. The base DC is 10, modified as follows:</p> <p>Size of the settlement: Hamlet: +10 DC Village: +5 DC Town: +0 DC City: -5 DC</p> <p>Availability of the item: Everywhere: +0 DC Common: +5 DC Poor: +10 DC Rare: +15 DC</p> <p>Item modifiers: Item is unique and easily recognizable: +6 DC Item is of esoteric or nonobvious value: +3 DC Item is useful in daily life or made of valuable materials: -3 DC Owning item is particularly risky (e.g. death penalty): +5 DC Item has a reputation of supernatural danger (e.g. cursed): +5 DC</p>

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<p>unless the Merchant does something that would damage it.</p> <p>In an individual interaction where some degree of trading or gift-giving is appropriate, the Merchant can roll Hard Bargain against the target's Human Perception and invest 15 crowns to make a target positively disposed towards them. The target takes a penalty of -3 to all defences against Empathetic attacks and Deceive attempts in Verbal Combat against the Merchant for the duration of the encounter.</p> <p>If the Merchant attempts to Bribe a target in Verbal Combat, they subtract 4 crowns per rank in Hard Bargain from the base 50 required for each +1 bonus.</p> <p>A Merchant may earn money using a combination of this skill and Options over a period of time. As a guideline, a Merchant always needs some degree of starting capital (in crowns or wares) and may never more than double their starting capital on one day. In addition, different settlement types also impose limits on the maximum amount a Merchant can earn regardless of their starting capital:</p> <p>Hamlet: 50 crowns/day Village: 150 crowns/day Town: 500 crowns/day City: 850 crowns/day</p> <p>The DC is determined as normal for selling via Hard Bargain and modified by a further +3 DC for every day the Merchant has already spent trading in this settlement. On a success, the Merchant increases their starting capital by 10% per point by which they beat the DC in wares or by 5% per point by which they beat the DC in crowns (Merchant's choice). They cannot earn more than 100% of their starting capital or more than the limit imposed by the settlement size.</p> <p>Note that these rules assume an itinerant Merchant who does not stay in one place for long. A local Merchant who keeps a fixed shop likely suffers no penalty from staying the same place, but also likely earns much less as their inventory is well-known locally.</p>	<p>Medium (6 points): individual is prepared to risk minor crimes or getting beaten up High (12 points): individual is prepared to risk major crimes or (unlikely, but possible) death or serious injury Extreme (18 points): individual is prepared to take a significant risk of death or torture</p> <p>Discretion: Low (3 points): individual will not gossip about deal with Merchant and will try to resist questioning, but will likely fold under threat Medium (6 points): individual takes active measures to remain unrecognized while engaged in task, will only fold to threats from authority or particularly dangerous individuals High (9 points): individual takes active measures to remain unrecognized while engaged in task, attempts to avoid learning more about task than they need to know, only breaks under torture or threat of long-term imprisonment and tries to warn Merchant if possible Extreme (12 points): individual takes active measures to remain unrecognized while engaged in task, attempts to avoid learning more about task than they need to know, takes measures against magical interrogation (e.g. dimeritium charms), resists torture for a long period, doesn't break even in long-term imprisonment</p> <p>Special abilities: Hedge Mage (6 points): Knows a novice spell, invocation, curse, or ritual, at GM's discretion. The use of this magic generally constitutes the task for which the individual is hired. Professional training (6 points): knows a Defining Skill (either Healing Hands [Doctor], Busking [Bard], Clever Hands [Craftsman], Well-Travelled [Merchant], or Practiced Paranoia [Criminal]) at +10 and the first three skills in the skill tree at +5. Buying 'Specialist' can increase skill tree skills to a maximum of +10. Further skill tree skills cannot be unlocked in this way.</p> <p>Long-term working relationship: 6 points per day or extra task</p> <p>After the Merchant has rolled the check, they may spend money to increase the result. Per 20 crowns they spend, the result increases by 3 to a maximum appropriate to the environment (GM's discretion). In poor environments, smaller amounts of money may be enough to increase the result (e.g. in hamlets; GM's discretion).</p>	<p>If the Merchant succeeds, they find a buyer who is willing to pay 50% market value + 5% per point by which the Merchant beat the DC with no questions asked and no guards called. A failure means the Merchant wastes their time. A fumble may indicate a dangerous meeting with the guard or the original owner.</p> <p>A Merchant may also roll Fence to try to find illegally sold items. This works exactly as Options does for legal items except that the base price for an illegal item is 150% market value.</p>
<p>Promise (EMP): The Merchant may roll Promise when buying an item against Business of the seller to avoid paying straight away. The roll is modified as follows:</p> <p>Applicable Reputation of the Merchant</p> <p>Past relationship:</p>	<p>Negotiator (INT): After several days spent in a settlement or as a wealthy individual or institution's guest, the Merchant may roll Negotiator to broker a large deal as a middleman. The base DC depends on the target:</p> <p>Village elder / small institution (up to ca. 50 members): DC 25</p>	<p>Warrior's Debt (EMP): A Merchant may roll Warrior's Debt in order to recruit a warrior who owes them or a trading partner a favour. The warrior will help in three combats (or one particularly high-risk one). The Merchant's roll is modified as follows:</p> <p>Size of the settlement: Hamlet: -10 Village: -5 Town: +0 City: +5</p>

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<p>Merchant has broken a promise to the seller before: -6 Merchant has broken a promise to an acquaintance of the seller before: -3 Normal trading relationship: +0 Trusted trading relationship, Merchant has paid all outstanding bills promptly up to now: +3 Trusted trading relationship, Merchant has never asked for credit before: +6</p> <p>First trade with seller: -3</p> <p>Circumstances: Merchant has obvious reason to need credit (e.g. was clearly robbed): +3 Seller in need of cash: -3 Merchant offers deposit of at least 10%: +3</p> <p>If the Merchant beats the seller, they receive the item on credit, based on their promise. After a number of weeks equal to the Merchant's ranks in Promise, the seller will become uncomfortable and the trading relationship is no longer trusted (if it was before). Sellers may begin to actively seek repayment.</p> <p>Returning the undamaged item along with a small payment of around 10% of the item's value can also absolve the promise unless there are specific reasons why this should not be the case (GM's discretion).</p> <p>A Merchant may also use Promise in a circumstance in which they have something a target needs (or thinks they need). A Merchant may identify a target's need using Human Perception against the target's Deceit (for targets who actually do need something, e.g. peasants whose tools have broken) or try to induce a "need" in somebody using a Deceit or Persuasion check against their Resist Coercion. If the appropriate check succeeds and the Merchant has what the target wants, they may offer the item at a significant discount (at least 50% below normal selling value, equivalent to</p>	<p>Mayor of small town / moderate institution (up to ca. 300 members): DC 32 City council member / higher nobility / powerful institution: DC 40</p> <p>The Merchant may attempt to broker a one-time deal or a long-term partnership (DC +5). Before rolling the check, the Merchant may invest money to increase the chance of success (+1 to the check per 50 crowns). The Merchant's relationship with the negotiation partner also modifies the check (acquaintance: +2, friend: +4, close friend: +6, Inseparable +8, bound by fate +10), as does any applicable Reputation of the Merchant. If the Merchant recently solved a problem for the negotiation partner (e.g. completed a relevant adventure), the GM is advised to give situational modifiers of up to +10 to reflect the serendipitous timing. A success on this check allows the Merchant to either improve their relationship to the negotiation partner by one step (maximum friend) or gain a significant boon from them. If the deal was a long-term partnership, the Merchant also gains a bonus to regional or institution-specific Reputation of 2 and gains a permanent additional bonus of +2 on checks involving trading in the region or with the institution.</p> <p>At the GM's discretion, a monetary commission for the Merchant may be paid out in addition to or instead of the above benefits. For a one-time deal, this may be between 500 and 1500 crowns; a long-term deal might bring a weekly income of between 20 and 150 crowns. The skill cannot be used this way more than once every few months at best within the same region.</p> <p>In addition, a Merchant may roll Negotiator as a defence in order to quit a Verbal Combat. They may also use it as an attack to force all other participants to quit the Verbal Combat (defenders who</p>	<p>If the Merchant beats DC 10, they find a warrior. The warrior has attack and defence of +13 with their primary weapon, Dodge +10, Courage +10, Resist Coercion +7 and Resist Magic +7. They are of below-average intelligence (INT 3) and armed with either a one-handed weapon (e.g. a Hand Axe, 2D6+1 damage) and a shield or with a two-handed weapon (e.g. a spear). All equipment must be available everywhere (i.e., lowest rarity tier). They have armour 3 and 25 HP. They follow orders without asking questions, but may lose courage in the face of unusual threats (monsters, obviously superior foes). They will not gossip about what they do for the Merchant, but will fold under pressure. The Merchant may spend points by which they beat the DC to improve the warrior:</p> <p>Skills: Generalist (6 points): warrior has 4 additional skills at +10 (+7 for difficult skills) Specialist (3 points, may be bought multiple times): warrior increases one weapon skill, Dodge, Courage, Resist Coercion or Resist Magic by +3 (maximum +16 per skill) Ranged combat training (3 points): warrior owns crossbow or shortbow and has the relevant skill at +10 (can be increased by Specialist)</p> <p>Attributes: Tough bastard (3 points, may be bought twice): +10 HP Elder folk (3 points): may be a dwarf, elf, halfling, or gnome; knows the relevant language and culture Big and strong (3 points): BOD 9, +4 damage in melee, can carry lots of stuff Smart (3 points, may be bought twice): +3 INT</p> <p>Equipment: Well-armed (3 points): gets an additional weapon (availability E or C), maximum value 500 crowns Extremely well-armed (6 points): gets an additional weapon (availability E, C, or P), maximum value 900 crowns Excellentlly armed (9 points): gets an additional weapon (any availability) or an Elder folk weapon, maximum value 1200 crowns Well-armoured (3 points): Armour increases to 7 Extremely well-armoured (6 points): Armour increases to 12 Excellentlly armoured: (9 points): Armour increases to 18</p> <p>Discretion: Medium (3 points): individual takes active measures to remain unrecognized while engaged in task, will only fold to threats from authority or particularly dangerous individuals High (6 points): individual takes active measures to remain unrecognized while engaged in task, attempts to avoid learning more about task than they need to know, only breaks under torture or threat of long-</p>
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<p>25% of market value) in order to gain a bonus equal to their skill ranks in Promise on all social checks in interactions with the target until the transaction is complete. The Merchant may string out the transaction by up to their rank in Promise in days by making an appropriate social check once per day (e.g. Persuasion to appeal to rationality, Charisma to appeal to warm feelings, Intimidate to coerce) at DC 20 (the bonus on social checks from Promise applies to this roll as well); if this roll fails, the target demands a sale and the bonuses end, regardless of whether the transaction is completed or not.</p> <p>Note that truly desperate or frustrated targets may choose to take matters into their own hands if the Merchant waits too long. The Merchant may also gain positive Reputation if they help out desperate individuals promptly or gain negative Reputation if they are seen as extorting people.</p>	<p>succeed at the defence remain in Verbal Combat, others quit). This use of the skill <i>always</i> targets every other participant and does <i>not</i> mitigate penalties for targeting multiple participants with a single attack.</p>	<p>term imprisonment and tries to warn Merchant if possible Extreme (9 points): individual takes active measures to remain unrecognized while engaged in task, attempts to avoid learning more about task than they need to know, takes measures against magical interrogation (e.g. dimeritium charms), resists torture for a long period, doesn't break even in long-term imprisonment</p> <p>Long-term work: 3 points per extra fight</p> <p>After the Merchant has rolled the check, they may spend money to increase the result. Per 20 crowns they spend, the result increases by 3 to a maximum appropriate to the environment (GM's discretion).</p> <p>If the Merchant gains the reputation of sending warriors to their deaths over time, the GM is encouraged to penalize this skill until the Merchant has worked to repair this reputation.</p> <p>If the warrior is not needed in such detail, roll for a simpler resolution:</p> <p>Check result 10-14: cheap thug Check result 15-19: experienced thug Check result 20-24: mercenary Check result 25-29: veteran mercenary Check result 30+: veteran solo warrior</p>
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Skill Tree Noble

Notoriety:

The Dilettante	The Leader	The Knight
Dabble:	Command:	Resolute:

Kommentiert [M1]: Work in progress

Skill Tree Priest

Initiate of the Gods (EMP): May roll to get minor succour from believers (relative to the wealth of the faithful community). Generally can get room and board for themselves plus one person per point in Initiate of the Gods for free for at least one night (if the community can support it). To lengthen the stay, the Priest must roll regular checks (DC set by the GM depending on the community's wealth, checks should get harder over time). At the GM's discretion, a check may be rolled to get one-time material aid equal to double the check result instead.

May roll to understand curses or religious/spiritual phenomena. Note that the GM should be careful about how curses are handled if multiple characters with specialist knowledge are in play so that each can contribute useful information.

Kommentiert [M2]: Pre-book of chaos

The Pastor	The Mystic	The Fanatic
<p>Religious Education: Add the ranks in this skill to four other skills chosen by the Priest in consultation with the GM. These skills must be based on INT, CRA, or WIL. Spell Casting may not be chosen as one of these skills. Difficult skills receive only half the bonus. The chosen skills should reflect the religion of the Priest. Examples:</p> <p>Melitele – Education, First Aid, Alchemy, etc. The Eternal Flame – Awareness, Resist Magic, Courage, etc. Freyja – Courage, Resist Coercion, Wilderness Survival, etc. The Great Sun – Languages, Business, Social Etiquette, etc. The Lionhead Spider – Streetwise, Business, Social Etiquette, etc. Druids – Wilderness Survival, Awareness, Monster Lore, etc.</p>	<p>Divine Power: The Vigour of the Priest increases by 1 for every rank in Divine Power. At every uneven rank, it increases by a further 1 point, to a maximum of 16 (assuming no other modifications, e.g., from mutation).</p>	<p>Audacious Attack (WIL): The Priest may make an Audacious Attack roll opposed by a selected opponent's Intimidate roll (monsters gain +4 on this check) at the beginning of their turn (this does not require an action). If they succeed, all of their melee attacks and thrown weapons inflict double damage against this opponent until either the beginning of their next turn, until they move (excepting a charge), or until they take a defensive action. If the Priest chooses to take a defensive action while Audacious Attack is active, they take a -3 penalty on that defensive action. Thereafter, Audacious Attack is deactivated. Strong strikes and charging attacks are an exception: instead of doubling damage twice, instead multiply it by three once.</p>
<p>Tend Flock: Add the ranks in this skill to Persuasion, Leadership, and Charisma checks when dealing with the faithful. For individuals who are currently in a crisis of faith (regardless of their religion) or for those who are culturally inclined towards the religion, but are not believers, half of the bonus may apply at the GM's discretion.</p> <p>Druids instead learn Animal Compact (WIL). The ranks in the skill are added to any check made to interact nonviolently with an animal. The Druid may also roll Animal Compact against a DC depending on the target animal to befriend and ally with an animal for a number of hours equal to their ranks in Animal Compact. This ability may only be used on animals not currently engaged in a</p>	<p>Blood Rituals (WIL): The Priest may compensate for missing alchemical ritual components by spilling blood (5 HP per missing substance). The blood need not be the Priest's own, but must be freshly spilled. To do so, the Priest must roll Blood Rituals against the Rituals DC for the ritual.</p> <p>A Priest may also use this skill to augur for meaning in magical or otherwise supernaturally charged phenomena. In the presence of an active curse, spell, or other mystical phenomenon, the Priest must sacrifice at least 5 HP of their own blood to roll Blood Rituals against a DC determined by the GM (should be comparable to that required for Witcher Training or Magical Training for the phenomenon). The roll is modified by -3 for each of the following possible conditions (the GM need not reveal this information, but should note it makes potential fumbles worse):</p> <ul style="list-style-type: none"> • The phenomenon is caused by a curse • The phenomenon has caused death within the last seven days • The phenomenon is connected to a particularly terrifying creature (e.g. higher forms of vampires, pestas, penitents, forgotten gods) 	<p>Fervour (EMP): The Priest may roll Fervour once per day and target to either inspire them to their physical heights or steel their minds before a conflict. The base DC is 20, modified as follows:</p> <p>Religion of target: Target is a faithful of the Priest's religion: -3 DC Target believes in any other god: +0 DC Target is agnostic or atheist: +3 DC</p> <p>Inspiring circumstances: Priest's side is outnumbered: -3 DC Priest's side is clearly numerically superior: +3 DC</p> <p>Enemies: Enemies are traditional enemies of the Priest's religion: -6 DC</p>

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<p>subjectively important task (e.g., searching for food, tending their young, serving another Animal Compact). Animals act according to their basic nature (e.g., hares do not attack wolves), but will follow basic commands. They cannot communicate verbally with the Druid, but general emotions and concepts close to the animal's nature (e.g., hares: flight, hiding, grass, the sky; wolves: family, prey, hunt to exhaustion) can be conveyed. The base DC is 16, modified as follows:</p> <p>Wild nature: +0 DC (completely wild) to +5 DC (completely domesticated) Size: +0 DC (small animals such as cats, hares) to +3 DC (large animals such as horses, bears) +3 DC for predators +3 DC for solitary animals +0 DC (is generally familiar with Druid) to +5 DC (latently hostile to humans, doesn't know Druid)</p>	<ul style="list-style-type: none"> Local legends have existed about the phenomenon for a generation or more. The roll is modified by +3 for every 5 HP the Priest spends beyond the first 5 and by a further +3 if the Priest has been within a holy environment (e.g. church, sacred grove) for their religion within the last 24 hours. If the Priest succeeds, they learn details about the phenomenon (basic understanding for Mage magic, in-depth analysis for curses or religious/spiritual phenomena) at the GM's discretion. They also gain an innate connection to the phenomenon that lasts as long as at least half the HP they spent remain missing. While the connection lasts, the Priest is able to feel major disturbances of the phenomenon at any distance and may roll Blood Rituals at the GM's discretion to learn something about the nature of any disturbance they feel. They also gain a bonus of +3 to Spell Casting and Resist Magic while in the vicinity of the phenomenon. Successful use of this skill has a moderate chance (guideline: 25%) to attract at least some of any monsters that might be nearby. If the Priest fumbles the roll, they learn nothing, but the connection is established anyway (with all the effects as if the roll had succeeded). However, once per hour while the connection lasts, the GM may force the Priest to take one action or cast one spell at any time. If the forced action/spell would contradict the Priest's deepest beliefs, they may roll Resist Coercion (with the bonus from Fanaticism if available) to subvert the action somehow (but not stop it completely) against a DC set by the GM. In addition, while the connection lasts, the Priest's sleep is invaded by nightmares that disturb their rest; each night without proper sleep reduces the Vigour of the Priest by 1 and applies a penalty of -3 to their Resist Coercion rolls until the connection ends. Attempts to heal the Priest magically after a fumble are automatically opposed by the Priest's Resist Magic and are always rolled at risk of fumbling, regardless of how long the caster prepares. A fumble on an attempt to magically heal the Priest afflicts the caster of the healing spell with the same connection to the phenomenon that the Priest is suffering, exactly as though the caster had fumbled Blood Rituals themselves. The Priest may not attempt to magically heal themselves. Finally, a fumble has a large chance to attract any nearby monsters. <p>Finally, a Priest may use Blood Rituals to empower an oath sworn between two willing targets with the power of a hex that punishes targets with the power of a hex that punishes an oathbreaker. To do so, both participants in the oath must spill their blood and allow it to mingle. The Priest rolls Blood Rituals and blesses the oath. If either participant in the oath subsequently breaches it (acts or thinks in a way that contradicts the oath as the Priest honestly understood it), that participant is instantly affected by a Hex. The Hex is generally one selected by the Priest from their known Hexes at the time the oath is sworn, but particularly egregious breaches may</p>	<p>Enemies are currently opposed to Priest's religion: -3 DC Enemies have no special relationship to Priest's religion: +0 DC Enemies are faithful to the Priest's religion: +3 DC</p> <p>If the Priest succeeds, the target gains 1D6 temporary hit points per point by which the Priest beat the DC (if the Priest was inspiring physical prowess, max. 5D6) or +1 on Resist Coercion and Courage checks per point as well as +1 on Resist Magic checks per two points by which the Priest beat the DC (min 1, max 5). These bonuses remain until the beginning of the next combat with the respective enemies (maximum 1 day) and then remain one minute per rank in Fervour. Once the effect ends, any temporary HP are lost, but the target retains all damage – thus, they may be reduced to the Dying state if they have taken too much damage.</p>
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	<p>spontaneously call down a greater Hex, even one that wasn't known to the Priest. The Hex costs the Priest STA as normal in the moment it occurs; as the Priest generally does not know this is about to happen, they cannot normally apply a Focus to this loss. The Priest also instantly knows who broke which oath and has a vague idea of how (Human Perception rolls may be allowed to glean more details from the flash of insight). They also know the location of the oathbreaker in the moment the oath was broken. The Priest may themselves be one of the participants in the oath.</p>	
<p>Word of God (EMP): The Priest may roll Word of God in order to influence listeners with their divine authority. All listeners who have never been affected by Word of God before must defend with a Resist Coercion roll at +5 (+10 for unbelievers; an additional bonus of +5 applies to individuals hostile to the priest, increased to +10 if they have physically fought in the past). The effect depends on the social status of the target:</p> <p>Beggar or comparable: DC beaten by 1 or more: Joins the Priest as a true apostle and believer</p> <p>Peasant, minor earner, or comparable: DC beaten by 1-4: Treats the Priest as a Friend and remains willing to help as long as the Priest is in the area DC beaten by 5 or more: Joins the Priest as a true apostle and believer</p> <p>Minor artisan, artist, travelling merchant, servant in a higher position or comparable: DC beaten by 1-4: Willing to help out with three large favours DC beaten by 5-9: Treats the Priest as a Friend and remains willing to help as long as the Priest is in the area DC beaten by 10 or more: Joins the Priest as a true apostle and believer</p> <p>Successful specialist artisan, scholar, landowner, merchant league member or comparable: DC beaten by 1-4: Willing to help out with one large favour</p>	<p>Portents (WIL): Portents may be rolled in any area where the spirits of the dead are active (e.g. in a haunted place or cursed area) to invite the spirits into the vessel of the Priest. The Priest rolls against a DC set by the GM (areas of greater activity should have lower DCs; a quiet graveyard might have DC 22, while an active curse site with roaming Spectres should have around DC 0). The GM should not reveal the DC to the Priest beforehand, but may give hints if the Priest has investigated the environment. After rolling the check, the Priest may choose to reduce the outcome by up to their skill rank in Portents. After they have determined their final result, the GM describes the result:</p> <p>Failed roll: no effect Beats DC by less than 3: The Priest receives a vague impression of the major emotions that dominate the spirits in the area and knows whether any major phenomena (Spectre manifestations etc.) are likely to occur of their own accord within the next hour. Beats DC by less than 6: The Priest receives an impression of the major emotions in the area and a hint as to why they are the way they are. They know whether any major phenomena will likely occur of their own accord in the next three hours and may discern the kind of behaviour or event most likely to trigger a supernatural response if any exist. Beats DC by less than 9: The Priest makes contact with a random (minor) spirit in the area, gaining a sense of who they were and their view of the current situation (e.g. why a spirit might be angry). They know whether any major phenomena will likely occur of their own accord in the next twelve hours and may discern any kinds of behaviour or events that could trigger a supernatural response if any exist. Beats DC by less than 13: The Priest is temporarily possessed by a minor spirit. They learn all they would have learned with the last result and may ask questions of the spirit, which it is likely to answer (reluctant or hostile spirits may roll Resist Coercion against an appropriate skill of the Priest). However, for each question they ask, the spirit retains control of their body for an action and may force them to do things they otherwise would not. If the Priest wishes to resist the will of the spirit, they must roll Resist Coercion against the spirit's Charisma, Intimidation, Persuasion, or Spell Casting, depending on the</p>	<p>Fanaticism (WIL): Add the ranks in this skill as a bonus to any Resist Coercion or Courage rolls, as well as to Resist Magic rolls against effects that would influence the thoughts or emotions of the priest or eavesdrop on their thoughts.</p> <p>If the Priest is affected by any effect that would change or spy on their thoughts or feelings or that causes fear, they may roll Fanaticism to break the effect every round at the original DC, even if the effect would otherwise not allow any chance to break it.</p> <p>Fanaticism applies against forcible possession after a fumble on Portent, but it does <i>not</i> apply to resisting the effects of temporary possession, as the Priest invited the spirit in of their own free will.</p>

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<p>DC beaten by 5-9: Willing to help out with three large favours</p> <p>DC beaten by 10-14: Treats the Priest as a Friend and remains willing to help as long as the Priest is in the area</p> <p>DC beaten by 15 or more: Joins the Priest as a true apostle and believer</p> <p>Higher social standing: DC beaten by 1-4: Open to direct dialogue with the Priest, will allow access and at least listen to what they have to say</p> <p>DC beaten by 5-9: Willing to help out with one large favour</p> <p>DC beaten by 10-14: Willing to help out with three large favours</p> <p>DC beaten by 15 or more: Treats the Priest as a Friend and remains willing to help as long as the Priest is in the area</p> <p>All effects are cancelled if the Priest allows those affected to observe them violating the tenets of their religion often or in a grievous way. Such episodes may be rationalised if the Priest succeeds at a further Word of God roll at the GM's discretion. If the Priest fumbles this roll, the followers are likely to turn violent.</p>	<p>approach taken by the spirit. If the Priest successfully resists, the spirit gains a cumulative +3 on further checks to force the Priest to act until the Possession is ended. The Priest may declare an end to the Possession at any time. The spirit is ejected one round later. If the spirit wishes to remain, it rolls Resist Coercion against Portents of the Priest. If the spirit wins, it may stay for one extra round per two points by which it beat the Priest (minimum 1). The Priest may ask no more questions during this time, but the spirit may still talk and attempt to force the Priest to act.</p> <p>Beats DC by 16+: The Priest is temporarily possessed by a major spirit, potentially even the spirit behind any activity in the area. They gain some knowledge of the spirit as well as all they would have learned on a check that beat the DC by less than 9. However, the spirit certainly has its own agenda. It may force the Priest to act (as described above) or attempt to end the Possession early with an opposed Resist Coercion check against Portents of the Priest if it no longer wants to be subjected to questions. It gains +3 on all checks against the Priest while possessing them.</p> <p>On a fumble, the Priest is forcibly possessed by a mad Spectre or something worse. This form of possession will not generally end until after the Priest performs a service for the being that is possessing them (or promises one using Blood Oath) or until the Priest enters the Dying state (as long as the Priest is Dying, the entity has a 20% cumulative chance per round of leaving their body). Forcibly possessed Priests do not allow themselves to be struck down freely.</p> <p>In addition, once per game session, the Priest may enter a trance in which they are open for portents. This generally takes at least 15 minutes of undisturbed meditation. After this time has passed, the Priest asks a question of the GM and rolls Portents. Before rolling, the Priest may decide to reduce their base bonus on the roll as much as they like, down to a minimum of zero. The GM determines the roll result based on the secret modifiers listed below and describes the outcome to the Priest. The modifiers apply regardless of whether the Priest knows about their relevance; for example, a question focusing on an unassuming bank clerk who is actually a disguised Higher Vampire will be modified by the fear and horror attached to the being, even if the Priest is unaware of its true identity.</p> <p>GMs are advised that the information granted by this skill may occasionally threaten to end stories early or circumvent lots of interesting adventure and roleplay. Thus, not all the information the Priest gains needs to be available to them straight away. At the GM's discretion, some information may occur to the Priest over time, for example as gaps in their memory of their dreams close or they are momentarily overcome by visions later in</p>
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	<p>the game. It is, however, important that the Priest's player gain at least some useful information in time to use it, so that the skill achieves its desired effect.</p> <p>The base DC is 10, modified as follows:</p> <p>Specificity of the question: Question can be answered meaningfully with yes or no without misleading the questioner: -3 DC Question can be answered meaningfully with a simple sentence without misleading the questioner: +0 DC Question requires a few sentences' worth of explanation to not be misleading: +3 DC Question requires a lot of explanation to not be misleading: +6 DC</p> <p>Question is very broad or vague (e.g., "What dangers will I face?"): +6 DC</p> <p>Magic: Subject of question is magically active or cursed (e.g., Witcher, Mage, place, cause, or victim of a curse): +6 DC Subject of question was affected by magic within the last 24 hours, or by strong magic within the last seven days: +3 DC</p> <p>Contact with death: Subject of question is responsible for the death of a human, nonhuman, or intelligent monster within the last week: +6 DC Subject of question witnessed the death of a human, nonhuman, or intelligent monster within the last week without being responsible: +3 DC</p> <p>Emotional significance: Subject of the question is currently or was recently affected by or connected to strong emotions: +3 DC Subject of the question hasn't been affected by or connected to particularly strong emotions in the last month: -3 DC</p> <p>Cultural significance: Subject of the question has been the subject of widespread legends for generations (e.g., Falka): +9 DC Subject of the question is the subject of widespread legends (e.g., Geralt): +6 DC Subject of the question is the subject of local legends: +3 DC</p> <p>Fear and horror: Subject of the question is widely known to be terrifying (e.g., fiend, Higher Vampire, Pesta): +6 DC Subject of the question is widely known to be frightening (e.g., Alghoul, Golem, Griffon): +3 DC Subject of the question is somewhat scary (e.g., Ghouls, Drowners, Witches): +0 DC</p> <p>Fate: Subject of the question is entwined with the Priest's fate (e.g., relationship level bound by fate): +6 DC Subject of the question is otherwise strongly affected by fate (e.g., subject to the Law of Surprise): +3 DC Subject of the question has no particular fate: +0 DC</p>	
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	<p>Subject of the question once had a specific fate, but this is now over: -3 DC</p> <p>Physical condition of Priest: Priest is below half HP: -3 DC Priest is below Wound threshold: -6 DC</p> <p>Priest is in an environment holy to their religion: -3 DC</p> <p>This roll always risks a fumble, regardless of preparation time.</p> <p>On a fumble, the Priest is possessed by a Spectre or something worse (see above), or cursed at the GM's discretion.</p> <p>If the Priest avoids a fumble, the results depend on the difference to the target DC:</p> <p>Result < DC-15: The Priest meets the source of the dark emotions, curse, or magic (or a voice of Fate). They get a correct and non-misleading answer to their question, although the GM is at liberty to add one important misleading error to a more elaborate answer as long as all the remaining information is correct. The Priest is, however, touched by the dark power. Their WIL is reduced by 2D6, with one point regenerating per hour. If their WIL drops to 0 or lower due to this, the Priest loses consciousness and is plagued with terrible nightmares for 3D10 minutes before awakening with WIL 1. As long as the Priest has not restored their WIL completely, they are particularly vulnerable to emotions, influences, and impulses that are appropriate to the source of the darkness (e.g., wrath if the subject of the question was a vengeful curse; hedonism and cravings if the subject was a Higher Vampire, etc.) and takes a penalty of -3 when resisting these. In addition, the source of the evil takes some limited notice of the Priest. If the source is a person, they become mistrustful and more hostile towards the Priest without quite knowing why. If the source of the evil is a place, monsters may be attracted there or people living there might be cold towards the Priest.</p> <p>Result < DC-10: The Priest is touched indirectly by the source of the evil. They receive a complete and correct answer to a simple question or three important pieces of information about a more complex question, one of which may be false at the GM's discretion. Their WIL is reduced by 1D6 as above and they are vulnerable to impulses and emotions, but the source of the evil does not take notice of them.</p> <p>Result < DC-5: The Priest is stalked by dark forces in their vision that keep them away from what they wanted to know. They receive a correct answer to any simple yes/no question, but without any context (which may mislead them). Their WIL is reduced by 2 as described above, but they are not noticed by the source of the evil and are not vulnerable to impulses or emotions, nor touched indirectly by the source of the evil.</p>	
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	<p>Result \leq DC: The Priest has bad dreams, but these do not hinder them in any way. No further effects. The GM is advised to use this opportunity to remind the Priest's player of relevant information the group already knew, but may have forgotten.</p> <p>Result $>$ DC: The Priest receives a correct answer to any simple yes/no question, but without any context (which may mislead them).</p> <p>Result $>$ DC+5: The Priest receives a correct and complete answer to any simple question or three important pieces of information about a more complex question.</p> <p>Result $>$ DC+10: The Priest receives a correct, exhaustive and complete answer to their question. If the question is too central to the plot, it may be answered incompletely at the GM's discretion. In this case, the GM is advised to be very careful not to mislead the Priest and inadvertently punish them for successful use of this skill.</p>	
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Skill Tree Witcher

Witcher Training (INT): May roll Witcher Training to see if they know anything about curses or instead of Monster Lore. May ignore penalties from terrain and surroundings up to half of the rank in the skill (minimum 1).

The Spellsword	The Mutant	The Slayer
Meditation: A sleeping Witcher may roll Awareness as though awake at a penalty of -10. This penalty is reduced by 1 for each rank in Meditation.	<p>Iron Stomach: The Witcher's maximum Toxicity tolerance increases by 5% per point in Iron Stomach, up to a maximum of 150% at Iron Stomach 10.</p> <p>In addition, whenever the Witcher rolls Endurance to resist being Poisoned or Nauseated, they may add their ranks in Iron Stomach to the roll as a bonus.</p>	<p>Superior Parry (DEX): The Witcher may parry bolts and arrows using Superior Parry. If they take a penalty of -3 before rolling, they may redirect the projectile at a target within 10m. The target takes no damage and needs not defend, but is Staggered. This ability may also be used against bombs and thrown weapons.</p> <p>In melee combat, a Witcher may redirect attacks using Superior Parry as a defence. To do so, the Witcher spends 3 STA when defending (in addition to any STA cost from repeated defending that round) and rolls Superior Parry against the opponent's attack. If the roll succeeds, the Witcher first switches position with the attacker. The Witcher may then designate a new target for the attacker within the attacker's melee range from their new position. The target must defend as though the attacker had targeted it instead of the Witcher. This ability may not be used against attacks that cannot normally be parried, nor against attacks that target multiple individuals at once or have an area of effect. Note that this use of Superior Parry does not Stagger an opponent like a normal parry would.</p>
Magical Source: For every 2 ranks in Magical Source, the Witcher's Vigour increases by 1.	<p>Frenzy: Whenever the Toxicity of the Witcher is above 100%, they gain a bonus of +1 melee damage per rank in Frenzy and +1 on melee attacks per two ranks in Frenzy.</p> <p>If the Witcher is Poisoned while their Toxicity is above 100% (either through an overdose or through any other source), these bonuses no longer apply. Instead, the Witcher gains a bonus of +2 melee damage per rank in Frenzy. They are wild and uncontrolled and will attack any target in melee range, not moving away until all targets are dead. If multiple targets are in range, the Witcher may decide which target to attack. If no target is in range, the Witcher must attack the nearest target with a charge (or run towards it if the distance is too great). If a Witcher does not want to attack a target, they must make a Resist Coercion check against DC 10 + their ranks in Frenzy. If they succeed, they may still not undertake any actions apart from moving and attacking, but may move away towards another, more distant target. If the Witcher cannot see any targets, they remain stationary and do their best to detect any living creatures (i.e., new targets) around them with all of their senses. This state ends when the Witcher is no longer Poisoned. If their Toxicity is still above 100% when that occurs, the normal bonuses from Frenzy return.</p>	<p>Quick Strike (REF): After every attack action (fast attack, strong attack, charge, trip, disarm, etc.), a Witcher may spend 2 STA to make an additional single strike. This strike is modified by the same situational modifiers that applied to the initial attack action and does normal damage. The strike is performed with the lower of the bonuses for the appropriate weapon skill or Quick Strike. For example, if a Witcher with Sword +18 and Quick Strike +16 used Quick Strike to make an additional attack with their sword, they would strike at +16.</p>
Heliotrope (WIL): When a Witcher is targeted by a spell, hex, or invocation,	Transmutation (BOD): As in core.	Riposte (REF): Whenever a Witcher successfully parries a melee attack or uses Superior Parry against a melee attack, they

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they may roll Heliotrope as a special defence. The Heliotrope check must at least equal the attacking caster's check and the Witcher must spend STA equal to half the STA cost of the spell. This expenditure of STA counts against the Witcher's vigour threshold for that round. At the GM's discretion, Heliotrope may be used to defend against certain supernatural attacks from monsters as well. The GM decides the STA cost in this case.		may spend 5 STA once a round to immediately make an attack against the opponent they just parried. This attack's damage is doubled before SP is subtracted, similarly to a strong strike. The attack is performed with the lower of the bonuses for the appropriate weapon skill or Riposte, similarly to Quick Strike. If Riposte is used after a Superior Parry, the Riposte attack occurs after positions have been switched and the Witcher is likely to profit from attacking from behind.
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